

Autodesk®  
3ds Max® Design Subscription Advantage Pack  
2012

# Features and Benefits

Furthering the Rendering Revolution, the Autodesk® Subscription Advantage Pack for Autodesk® 3ds Max® Design 2012 software delivers new solutions that help designers create and refine the look they require faster and more easily than ever before.

With a completely new render pass system, ActiveShade interactive rendering for the iray® renderer from mental images, and standard-setting 2D/3D integration with Adobe® After Effects® and Adobe® Photoshop® software, the Subscription Advantage Pack for 3ds Max Design 2012 brings new efficiencies to everyday rendering and compositing.

## Top Features and Benefits

### **ActiveShade Interactive iray Rendering**

Experience a truly iterative creative process for finalizing renderings, with new ActiveShade support for the iray® renderer from mental images. ActiveShade enables designers to iterate more effectively by providing an interactive rendering session that updates as changes are made to cameras, lighting, materials, and geometry. By shortening the feedback loop, designers can more efficiently fine-tune their scene, making it faster and easier to achieve their intended look.

### **Enhanced Interoperability with Adobe Photoshop**

Enjoy greater flexibility when finishing renderings in Adobe® Photoshop® software, with the new ability to output renderings in a layered PSD format that retains layer order, opacity, and blend modes (such as multiply or screen).

### **Render Pass System**

Segment your scene for downstream compositing more easily with an entirely new render pass system. A state recorder enables designers to capture, edit, and save the current state, while a visual interface shows how compositing and render elements are wired together to create the final result. Designers can quickly set up and execute multiple render passes from a single file; individual passes can be modified without the need to re-render the whole scene, enhancing productivity.

### **Adobe After Effects Interoperability**

3ds Max Design users whose creative toolsets include Adobe® After Effects® software can now enjoy a level of interoperability that sets a new standard for 2D/3D data exchange. With bidirectional support for the transfer of cameras, lights, null objects, plane objects/solids, footage (including footage layering), blend modes, opacity, and

## FEATURES AND BENEFITS

effects, designers can iterate more effectively and reduce rework to complete projects in less time.

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