Autodesk Announces 3ds Max Design 2010
New software capabilities help design professionals make creative decisions faster

February 13, 2009 - 07:01

Autodesk has announced Autodesk 3ds Max Design 2010, the latest version of its modeling, animation and rendering software for design professionals. The 2010 release includes a broad range of new features and enhancements that accelerate design iteration and help architects achieve more sustainable designs.

Autodesk 3ds Max Design software enables architects, designers, engineers and visualization specialists to explore, validate and communicate their creative ideas, from initial concept models to final, cinema-quality presentations. 3ds Max Design offers digital continuity with the AutoCAD, Revit and Autodesk Inventor software families of products, enabling the reuse of design data for visualization.

Key highlights of 3ds Max Design 2010

At least 350 new features have been added to Autodesk 3ds Max Design 2010 software. New features and enhancements include:

The addition of render-like effects in the viewport display -such as soft shadowing, exposure control and ambient occlusion- offers near photo-real quality for fast decision making

A new Graphite modelling and texturing system, which introduces at least 100 new creative tools, helps designers explore and rapidly iterate their ideas

A real-time lighting analysis solution for validating the effect of direct lighting, along with the newly certified Exposure technology, helps users create more sustainable designs

An extensive library of particle effects and flickerless rendering improvements help users communicate design intent, bringing their story to life using the latest in game and film technology.

Availability

Autodesk anticipates that 3ds Max Design 2010 will be available in English during spring 2009. Autodesk expects to announce Autodesk 3ds Max 2010 software for entertainment professionals in March 2009.

More Information at www.autodesk.com