What’s new in Autodesk® 3ds Max® 2016
United for this release. Design-only features are now in 3ds Max 2016.
3ds Max 2016 | A Unified In-Product Experience

- **PRE-SETS**
  - **Renderer:** Scanline
  - **Materials:** Max Standard
  - **Lighting:** Max Standard

Select your initial 3ds Max experience

**Classic**
Recommended for modeling or animating objects, and rendering them with standard lights and materials.

**Design**
Recommended for working with and rendering large environments, with photo-realistic lighting and materials.

- **PRE-SETS**
  - **Renderer:** mental ray®
  - **Materials:** Arch physical based
  - **Lighting:** Photometric accurate

Learn more about 3ds Max defaults... Continue
3ds Max 2016 | Workspace Based on Preset Choice

Design

Animation
### Top Features
- Max Creation Graph
- XRef Renovations
- OpenSubdiv Support
- Dual Quaternion Skinning
- Camera Sequencer
- Enhanced ShaderFX
- A360 Rendering Support*
- Physical Camera
- Design Workspace
- Template System

* Requires an Autodesk Maintenance or Desktop Subscription

### Other new features
- Alembic Support
- Multi-touch support
- Easier Revit and Sketchup Workflows
- Scene Explorer and Layer Manager improvements
- Support for new iray and mental ray improvements
- Support for Autodesk Translation Framework and Inventor Animation
- Creative Market Connection
- Small User requested features
3DS MAX 2016 TOP FEATURES
3ds Max 2016 | XRef Renovations
3ds Max 2016 | Dual Quaternion Skinning
3ds Max 2016 | OpenSubdiv Support
3ds Max 2016 | Design Workspace
3ds Max 2016 | Template System
3ds Max 2016 | A360 Cloud Rendering*

*Requires Autodesk Maintenance or Desktop Subscription
3ds Max 2016 | Physical Camera
3ds Max 2016 | And There Is So Much More!

- Alembic Support
- Inventor Animation Support
- Support for Iray Enhancements
- Easier Revit Workflow
- Multi-touch Support
- Screen Explorer Improvements
- Small User-requested Features (SURFS)
**Max Creation Graph** - this new graph-based programming language inside of 3ds Max will allow technical users to create and share powerful new tools that seamlessly integrate into the package. If you think the modifier stack in 3ds Max is cool, this new feature will take it to a whole new level - without a single line of code!

Martin Breidt, Research TD
Max Planck Institute for Biological Cybernetics

**Max Creation Graph** is quite easily summed up as catching lightning in a bottle. This visual tool takes what was possible with Maxscript and bumps it up several levels to empower artists and programmers to create new tools within 3ds Max quickly and easily to extend the functionality of the software. You can author anything from a simple repetitive task to a complex procedurally generated environment.

Logan Foster, Artist
Max Gaming Technologies

**Max Creation Graph** will have a huge impact on how new tools are developed and shared among users. Being able to develop plugins that will be fast and flexible without having to know C# or C++ will be a great benefit to every one that builds and uses them.

Paul Neale, CEO and Senior Technical Director
PEN Productions
**XRef renovations** - Being able to reference complex structures and systems with XRef will open new doors for productions from small to large as it allows open collaboration at a higher level than currently possible. Data and asset flow through production will be fast and easy with these new tool sets.

**With Dual Quaternion** technology there is a reduced need for complex rigging solutions making the systems lighter and faster to build and work with.

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**OpenSubdiv** opens a lot of doors as it helps you create more detailed, higher-resolution art, in a non-destructive manner. The adoption of the standard in sub-divisional surfaces not only allows for greater interoperability between different Autodesk products, but also lets you visualize the results of adding new sub-division levels within 3ds Max.

**Enhanced ShaderFX** users will appreciate the ability to port your ShaderFX data from 3ds Max to Maya through the FBX file format, especially if they work on large teams in a mixed environment.

**The Camera Sequencer** is one of those nice new additions to 3ds Max that I did not expect. Previously it was pretty hard to setup a shot in 3ds Max that involved multiple cameras and have it all render out at one time. That is all changed now with the Camera Sequencer.

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Paul Neale, CEO and Senior Technical Director
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