



DISCOVER SCALABLE, INTERACTIVE RENDERING. NVIDIA® IRAY® FOR 3DS MAX

Image courtesy of Gensler

NVIDIA Iray for 3ds Max is a plug-in for both lighting simulation and stunning imagery.

Unleash the full power of Iray interactivity and scalability with this easy-to-use rendering plug-in, Iray for 3ds Max. Intuitively design with photorealistic results to maximize your productivity throughout the scene development process. Effortlessly create or modify physically based lights and materials with workflow tools directly integrated into 3ds Max. All materials and lights—including the free to use NVIDIA vMaterials Library—are built with the NVIDIA Material Definition Language (MDL), so they can be shared with other MDL-compatible products.

Iray is built to efficiently distribute rendering loads across any number of processors—locally, networked, or on a remote cluster.

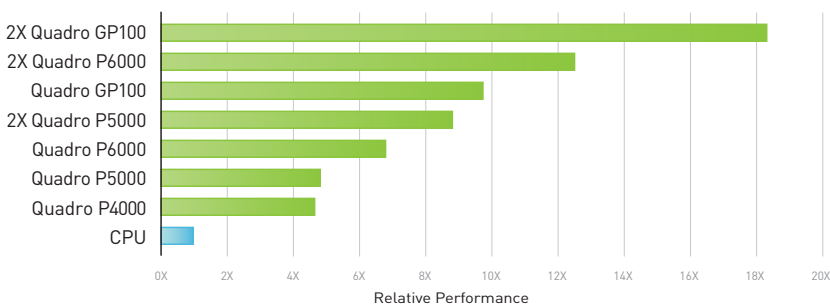
NVIDIA IRAY FOR 3DS MAX NEW FEATURES

- > Create ready to experience VR content with new spherical and cylindrical camera lens types
- > Interactively slice through scene objects with the newly integrated Iray Section Plane
- > Review and edit complex layered materials with new controls to show and hide material layering
- > Iray Object Properties now include displacement parameters and matte object functionality
- > Quickly populate landscapes with the newly supported Forest Pack Pro plug-in

SYSTEM REQUIREMENTS

SOFTWARE	Autodesk 3ds Max 2018, 2017, and 2016
OPERATING SYSTEMS	64-bit Windows
GPU ACCELERATION	Optional: requires 2GB GPU memory of Fermi generation or later. Respects all GPUs and/or CPUs recognized by the operating system.

IRAY PERFORMANCE SCALING WITH QUADRO DESKTOP GPUS



Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores 2.6GHz, 32GB RAM, running Win 7 64-bit SP1 and driver version 375.86. Performance testing completed with internal NVIDIA Iray tests at HD resolution.

Mental Ray for 3ds Max Licensing Included

Your purchased Iray for 3ds Max license also enables network rendering options for NVIDIA Mental Ray for 3ds Max. The shared license enables Mental Ray rendering with headless 3ds Max, Mental Ray Satellite or Standalone modes on any machine providing the widest range of rendering options for your creative productions.

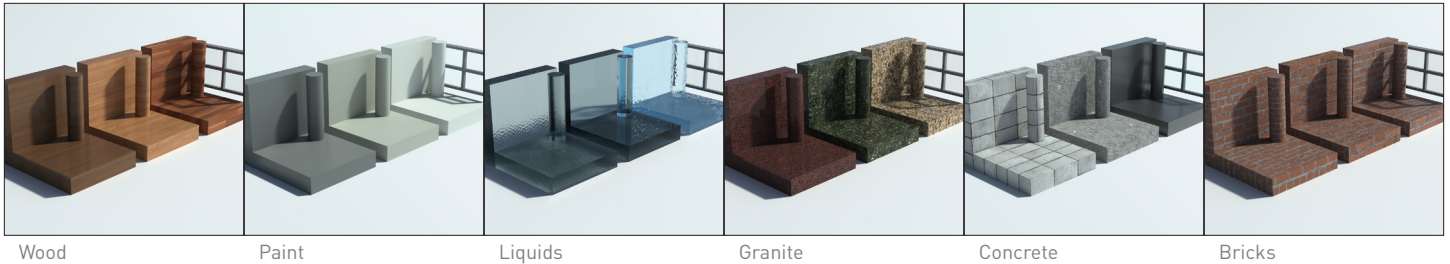


NVIDIA® Iray®

TRY IT FREE FOR 90 DAYS
www.nvidia.com/irayfor3dsmax

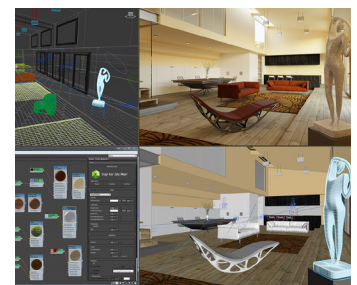
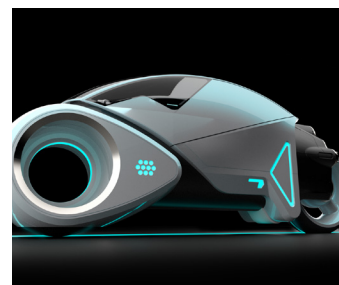
PHYSICALLY-BASED MATERIALS - VERIFIED FOR ACCURACY

vMaterials



The NVIDIA vMaterials catalog for product and building design is a collection of real-world materials described in the NVIDIA Material Definition Language. Designed and verified by NVIDIA material specialists for accuracy, control, and consistency, vMaterials provide a fast, reliable way to add realistic materials

to your designs. Easily browse, change, and adjust materials to get just the look that's needed within the supported applications. While vMaterials is the perfect addition to the Iray plugin products, it can be used in any application that supports NVIDIA MDL. Equivalencies now provided for the Autodesk Material Library.



FEATURES

Rendering

- Takes advantage of all supported GPUs and CPUs
- Physically based path-trace rendering and super-fast Iray+ Interactive ray tracing within ActiveShade
- Quickly set up scenes for rendering stereo panoramas to experience in VR head mounted displays
- Motion blur using 3ds Max camera multi-pass
- Simultaneous render element generation
- Custom light path expressions for tremendous flexibility in post-production editing
- Instant feedback on depth of field
- Backplate Images supported independent of lighting
- Scalable distributed rendering with Iray Server
- NVIDIA Quadro® VCA support for remote interactive rendering

Lighting

- Interactive lighting updates upon adjusting light parameters and position
- Image-based lighting for fast, convincing environments
- Support for 3ds Max standard and photometric lights
- New Iray+ photometric light type with IES profile support
- Real-world units of lighting attributes for accurate simulation
- Lighting from emissive (self-illuminated) materials and geometry
- Additional light sources can be added at no cost to speed
- Complete lighting analysis mode at any visible point

Materials

- Interactive updates upon adjusting scene materials
- Physically based materials using an intuitive layering with NVIDIA MDL
- Extensive material flexibility, including subsurface scattering, thin film, gem, and more
- Ability to work directly within Compact and Slate editors
- MDL material saving for building custom, shareable material libraries
- NVIDIA vMaterials: extensive verified material library to confidently represent real-world results
- MDL import and export for sharing materials between different Iray applications with vMaterials
- Material measurements from supported devices
- Complex layering parameters including Decals, Coating, and Surface

Workflow

- Continual feedback with progressive rendering of final results after scene adjustments
- Effortless switching between fast ray tracing and accurate path tracing
- Interactive tone mapping for quickly achieving desired exposure, white balance, and contrast adjustments
- MaxScript scripting support
- Easy conversion of scenes created with mental ray materials and lights
- Review your designs throughout the seasons with the Procedural Sun and Sky System and Lighting Analysis tools
- Immediate feedback on object transforms, lighting edits, and material creations in ActiveShade
- Lighting simulation mode to evaluate the Lux/Foot-candles at any visible point

For more information on Iray for 3ds Max, visit: www.pny.com/iray

© 2017 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, Iray, Quadro, Kepler, and NVIDIA Maxwell are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated. JUN17

