Use 3ds Max Design 2009 to fully explore, validate, and communicate your creative ideas, from initial concept models to final, cinema-quality presentations.

Autodesk® 3ds Max® Design 2009 software is a comprehensive 3D modeling, animation, and rendering solution designed to support the way designers and visualization specialists work: creatively, iteratively, and across multiple software applications.

Interoperability throughout our Autodesk pipeline keeps the design process fluid, from early concept creation to the visualization of our final design.

—Peter Anderson
Principal and Co-founder
Anderson Anderson Architecture

Support for Sustainable Architectural Projects

Exclusive to 3ds Max Design, Exposure™ technology is an intuitive system for simulating and analyzing sun, sky, and artificial lighting in a 3D scene, making 3ds Max Design a powerful tool for precise planning of sustainable architectural projects.

Precise Visual Feedback and Professional Final Renders

Reveal™ rendering streamlines iterative workflows and provides precise control over renders in your viewport or framebuffer, further enhancing the accuracy and precision of plans and models. 3ds Max Design also contains a new ProMaterials™ library for the award-winning mental ray® rendering engine, providing designers, architects, and visualization specialists with fast access to materials for creating manufacturer-related design and building surfaces.

Integrated Workflows and Digital Continuity

3ds Max Design offers more integrated workflows and a higher level of data interoperability with AutoCAD® and Revit®-based products for projects involving building information modeling (BIM) and Digital Prototyping to full cinema-quality visualizations.

3ds Max Design 2009 Key Features

Exposure

New Exposure technology, exclusive to 3ds Max Design 2009, is used for simulating and analyzing sun, sky, and artificial lighting in a 3D scene. Well suited for sustainable architectural projects, this powerful feature set helps architects accurately evaluate real-world light intensity within their 3D designs. This capability can facilitate the evaluation of indoor environmental quality—required, for example, for LEED 8.1 certification. In addition to light-metering functionality with graphical output, Exposure also features the popular 3ds Max sun and sky models, a new quick-settings dashboard interface, and an intelligent user interface for accessing the various aspects of the software used in a light simulation, such as render settings, light settings, and material settings.

Reveal Rendering

The Reveal rendering system in 3ds Max Design 2009 gives you the precise control you need to quickly refine your renders. Choose to render your entire scene minus a specific object; render a single object or even a specific region of the framebuffer. The rendered image framebuffer now contains a simplified set of tools to quickly validate changes in a render by optionally filtering out objects, regions, or processes to balance quality, speed, and completeness.

Image courtesy of Hayes Davidson

Recognize

Recognize™ scene-loading technology delivers new levels of interoperability between 3ds Max Design and Revit® Architecture software. The FBX®-based Recognize toolset helps you quickly and accurately import geometry, lights, materials, and cameras from your Revit Architecture 2009 scenes into 3ds Max Design 2009, significantly streamlining visual communication of your BIM data.

ProMaterials

The ProMaterials library provides easy-to-use, physically based materials for mental ray, built from manufacturer-related data. Quickly create frequently used building and design surfaces, such as solid glass, concrete, or professional wall paint—with glossy or matte finish.

Photometric Lighting in Review

Review now offers full support for photometric lights (including IES files), giving you instant feedback on how real luminaries will affect the environment. Plus, an expanded photometric light toolset now includes new types of area lights (circular, cylindrical), photometric web previews in the Browse dialog box and Light user interface, and improved near-field photometry quality and spot distribution.