

Autodesk 3ds Max 2018.3

Autodesk® 3ds Max® 2018.3 software adds one of most highly user-requested features – fluid simulation. 3ds Max Fluids is a system for creating realistic liquid behaviors directly in 3ds Max. This release also includes Motion Fields and an update to the MAXtoA Arnold renderer plugin for 3ds Max, providing additional support for 3ds Max Fluids.

Key New Features

3ds Max Fluids

3ds Max Fluids is used to simulate the physical properties of liquids, such as water, oil, honey. It can also be used to replicate the effects of gravity, collisions with objects, and disruptions by motion fields. Fluid simulations can be created using familiar and intuitive components: emitters, containers, colliders, guides, and kill planes.

Fluids are multi-threaded to take advantage of multi-core processors, and background processing helps users keep working on a scene without having to wait for a simulation to complete. This enables users to work on multiple variations of a simulation to process at the same time.

Motion Field

Alongside 3ds Max Fluids, there is a new Force object called Motion Field. The Motion Field Force can be used to affect fluids, particles, and deform meshes in the same time. Geometry objects can be used as custom field influencers. Compared to legacy 3ds Max Forces which are all independent, Motion Field consolidates elements of turbulence, gravity, and drag to provide a simpler, more streamlined way to add a Force object, which is particularly helpful when used with Fluids. Easily create stunning water features using

3ds Max Fluids while using Motion Field to affect objects such as trees to sway in the wind in order to bring additional life to your photo-real environments.

Updated MAXtoA plugin

The Arnold renderer plugin, MAXtoA, that was previously added to 3ds Max has been updated in this release to provide improved support for 3ds Max Fluids. Users can output .BIF files which can also be used within Autodesk® Maya® software.

Be part of the conversation

3ds Max 2018.3 adds new Fluids simulation as well as certain other community-requested enhancements. Users can be part of the conversation for 3ds Max updates by visiting the 3ds Max Ideas page, where they can submit feature requests, vote on existing requests, and discuss with other users. Visit 3dsmaxfeedback.autodesk.com to join the discussion.