



MAXWELL RENDER V2.5: COMPLETE OVERVIEW OF FEATURES

COMPONENTS

- **MAXWELL RENDER - THE CORE RENDER** application.
- **PLUG-INS** to the most popular 3D and CAD applications. For a complete overview, see below.
- **MXED**
The Maxwell Render Material editor. A versatile Material Editor with powerful, physically based correct materials.
- **MAXWELL STUDIO**
A sophisticated scene editor with a full 3D environment, offering an alternative workflow to work with 3D applications that do now have a Maxwell plug-in.

GENERAL FEATURES

- **PHYSICALLY CORRECT**
- **UNBIASED**
- **MAXWELL FIRE**
 - Fast Interactive Rendering
 - Preview scene changes in seconds
 - Integrated in plug-ins and Maxwell Studio
- **MULTILIGHT™**
 - Real time interactive emitters, Sky and HDRIs with key frame
 - Animated intensities and colors
- **ADVANCED PHYSICAL SKY SYSTEM**
 - Aerosols
 - Pre-sets
 - Real-life parameters
 - Sky to HDRI conversion
 - Multilight™ controllable
- **SKY DOME**
- **HDR/MXI** environment system
 - Multi-channel control
 - Multilight™ controllable
- **ADVANCED ILLUMINATION SYSTEM**
 - Color + Luminance emitters
 - Temperature emitters (Kelvin)
 - HDR/ MXI emitters
 - Luminary pre-sets
 - Real-life units
 - IES and EULUMDAT support
 - Multilight™ controllable
- **INSTANCING**
- **MOTION BLUR**
- **RESUME RENDER**
- **RENDER CHANNELS**
- **COLOR SPACES**
 - sRGB, Adobe98, Apple, PAL, NTSC
- **RENDER LAYERS**
- **8/16/32 BITS OUTPUT**
 - PNG, TGA, JPG, TIFF, JPG2000, MXI, HDR, EXR, BMP
- **COMPATIBLE WITH REALFLOW**

//// MATERIAL FEATURES

- **STACKED LAYERS**
 - Stack layers on top of each other
 - Create extremely complex materials
 - BSDF blending (Normal, Additive)
 - Weight mapping
- **SUBSURFACE SCATTERING**
- **THIN SSS**
- **FRESNEL SIMULATION**
- **SPECTRAL DISPERSION**
- **ADVANCED ABSORPTION AND TRANSMITTANCE**
 - With attenuation distance
 - Mapped (smooth, color)
 - Clipped (explicit, black & white)
- **ADVANCED ANISOTROPY**
- **MATTE MATERIAL**
- **BUMP AND NORMAL MAPPING**
- **COMPLEX IOR FILES**
- **COATING LAYERS**
 - Thin film interference/ iridescence
 - Thickness mapping
 - Emission layers
- **COMPOSITE EMITTERS**
- **DISPLACEMENT**

//// CAMERA FEATURES

- **SIMULENS™**
 - Diffraction
 - Lens Scattering
 - Devignetting
- **SHIFT LENS**
- **POLYGONAL/ CIRCULAR DIAPHRAGM**
- **SHUTTER SPEED**
- **FOCAL LENGTH**
- **FSTOP**
- **DEPTH OF FIELD (DOF)**
- **AUTO EXPOSURE**
- **Z-CLIP PLANES**

//// NETWORKING FEATURES

- **HYBRID NETWORK support**
 - Windows 32, Windows 64, Mac OSX and Linux 64
- **FULL MONITORING**
 - Auto-detect **RENDERNODES**
- **COOPERATIVE/ ANIMATION/ SINGLE JOB MODES**
- **BATCH RENDERING/ RENDER QUEUE**
- **PRIORITY CONTROL**
- **SCRIPTING**

//// PLUG-INS

All available plug-ins are compatible with the latest version of Maxwell Render. The plug-ins have their own specific user guides, available with the plug-in installations.

- **3D/CAD PLUG-INS SUPPORTED BY NEXT LIMIT TECHNOLOGIES**
3ds Max, ArchiCAD, Cinema4D, Form·Z, LightWave, Maya, Modo, Rhino, SketchUp, SolidWorks, XSi, Bonzai3D, Houdini, MicroStation
- **POST PROCESSING PLUG-INS SUPPORTED BY NEXT LIMIT TECHNOLOGIES**
After Effects, Nuke, Photoshop
- **PLUG-INS SUPPORTED BY THIRD PARTIES**
Allplan, SolidThinking

Note: for all other applications (AutoCAD, Revit, Blender, etc.) it is possible to bring geometry in one of the supported file formats into Studio. See below.

MAXWELL STUDIO

- **FLEXIBLE SCENE EDITOR** as an alternative workflow option.
 - Import objects
 - Supported file formats: MXS, OBJ, STL, PLY, LWO, XC2, 3DS, DXF, FBX, DAE.
 - Set up cameras
 - Apply materials
 - Set up sky and lights
 - Send to render
- **HIERARCHY** support.
- **FLEXIBLE AND CUSTOMIZABLE UI**
- **REAL TIME OPENGL** previews
 - Sky/ Sky Dome
 - Environment
 - DOF indicator
- **REAL TIME COMPASS/ SUN** position
- **MATERIAL EDITOR**
- **MATERIAL WIZARDS**
- **MATERIAL BROWSER**
- **MXM GALLERY** integration
- **ORTHOGRAPHIC RENDERING**
- **UV MAPPING TOOLS**
- **GOOGLE™ EARTH KML MARKUP** support
- **EXPORT OBJ** option

ADDITIONAL CONTENTS

The following additional contents are included with the purchase of a Standard license of Maxwell Render.

- **THE MAXWELL RENDER MANUAL**
- **ACCESS TO 11 3D/CAD PLUG-INS AND 3 POST PRO PLUG-INS, FREE OF CHARGE**
- **VIP ACCESS** to the official Maxwell Render forum: <http://www.maxwellrender.com/forum>
- **A FREE PACK OF DOSCH DESIGN HDRIs**
- **A FREE PACK OF ERCO IES LIGHTS**
- **ACCESS TO MAXWELL RENDER RESOURCES** website: <http://resources.maxwellrender.com>
- **ACCESS TO MAXWELL RENDER TUTORIALS** website: <http://think.maxwellrender.com>
- **FREE MAINTENANCE AND BASIC TECHNICAL SUPPORT** for 12 months from the first purchase
- **THE MAXWELL RENDER SDK**



NEXT LIMIT TECHNOLOGIES

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<http://www.nextlimit.com>
<http://www.maxwellrender.com>