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documents are available from the Start menu Programs Autodesk [program folder] Help folder, as well as from the Help menu within 3ds Max and the Additional Help dialog. The documentation set for 3ds Max resides primarily online.

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Arnold for 3DS Max User Guide A series of tutorials related to design and advertising is available here. This manual introduces MAXtoA, a plug-in for Autodesk 3ds Max which allows you to use the Arnold renderer directly in 3ds Max. Before beginning, you should read the sections on installation and licensing.

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3ds Max users can use the 3ds Max FBX Plug-in to export
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MotionBuilder. They can use this process to animate their
Bipeds using MotionBuilder tools. The following is the Biped

Merge Back workflow: 1 Create your Biped in 3ds Max and export to FBX.

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both the novice and the advanced users of 3ds max keeping in view the varied requirements of the

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