

Autodesk® 3ds Max® 2018.1

(3ds Max Interactive)

Questions and Answers

Contents

1.	What is 3ds Max Interactive?	3
2.	Why is Autodesk adding interactive and virtual reality capabilities to 3ds Max?	3
3.	Who is 3ds Max Interactive for?	3
4.	When will 3ds Max Interactive be available?.....	3
5.	Who can access the 3ds Max Interactive download?.....	3
6.	How do I get 3ds Max Interactive?	3
7.	How much does 3ds Max Interactive cost? Can I purchase it separately?.....	4
8.	What is the difference between Stingray and 3ds Max Interactive?	4
9.	Can I still purchase Stingray separately?	4
10.	I have Stingray already. How will this affect my license?	4
11.	I am current on 3ds Max and I have a separate Stingray subscription. What are my options now that 3ds Max Interactive is available as part of 3ds Max 2018.1?	4
12.	I still have several months left on my Stingray subscription. Can I terminate my Stingray subscription and get a refund?	4
13.	I have no need for / am not interested in installing 3ds Max Interactive. Is it going to be part of my download?	4
14.	I do not have an active maintenance or subscription plan for 3ds Max 2018. Can I still get access to Max Interactive?.....	5
15.	Can I run 3ds Max Interactive on a different machine from 3ds Max?.....	5
16.	Will there be a trial available?.....	5
17.	Does 3ds Max still supports workflows with other game engines like Unity and/or Unreal Engine?.....	5
18.	Where can I find more information about 3ds Max Interactive and how to use it?	5

1. What is 3ds Max Interactive?

Autodesk® 3ds Max® Interactive is a real-time engine based on [Autodesk® Stingray](#), designed to provide 3ds Max users with a new way to create interactive and virtual reality (VR) experiences. It is included with the 3ds Max 2018.1 Update.

2. Why is Autodesk adding interactive and virtual reality capabilities to 3ds Max?

More and more of our customers are interested in producing VR content – whether it is to create amazing new entertainment experiences or deeply immersive architectural visualizations. We believe that by combining the powerful 3D modeling and animation tools of 3ds Max with the new VR and interactive tools of Stingray, we can provide customers with a simpler, more efficient, and more familiar workflow for creating interactive, immersive experiences – making it easier for 3ds Max users to create great VR content.

3. Who is 3ds Max Interactive for?

3ds Max Interactive is a general-purpose tool based on [Autodesk Stingray](#). It can be used in a number of contexts but its focus is on simplifying the process of turning animations such as architectural visualizations into stunning virtual reality experiences.

4. When will 3ds Max Interactive be available?

3ds Max Interactive is available as of June 8, 2017 with the release of 3ds Max 2018.1. It is available for all maintenance and subscription customers and must be *downloaded separately* from your [Autodesk Account](#).

5. Who can access the 3ds Max Interactive download?

3ds Max Interactive can be downloaded by

- Customers with current 3ds Max subscription plans
- Customers with current 3ds Max maintenance plans
- Customers with current subscription plans to any Industry Collection containing 3ds Max
- Customers with current maintenance plans to any Autodesk Suites containing 3ds Max
- Students can download it from [Autodesk Education Community](#) site.

It is also available to 30-day trial users (North America only).

6. How do I get 3ds Max Interactive?

If you are eligible, 3ds Max Interactive will be available as an optional download from the main 3ds Max 'Downloads' tab of your [Autodesk Account](#). For more information on how to download, please visit our blog [Autode.sk/GetMaxInteractive](#).

7. How much does 3ds Max Interactive cost? Can I purchase it separately?

3ds Max Interactive is available to all current 3ds Max subscribers and customers with a current maintenance plan at no additional cost. It cannot be purchased separately.

8. What is the difference between Stingray and 3ds Max Interactive?

Today, there are few functional differences between 3ds Max Interactive and Stingray. This may change over time, as we continue to optimize 3ds Max Interactive for the needs of 3ds Max customers.

9. Can I still purchase Stingray separately?

Yes. You can still download and run Stingray as a separate standalone product. For more information about Stingray, see [here](#).

10. I have Stingray already. How will this affect my license?

3ds Max Interactive does not affect any existing licenses of Stingray. 3ds Max Interactive is treated as its own installation and does not replace previously installed versions of Stingray. Instead, it uses your 3ds Max license for authentication. You can continue to use any versions of Stingray you have already installed (as well as any future upgrades to those versions) independent of 3ds Max Interactive. However, please note that Stingray and 3ds Max Interactive cannot run at the same time, so you must exit one before starting the other.

11. I am current on 3ds Max and I have a separate Stingray subscription. What are my options now that 3ds Max Interactive is available as part of 3ds Max 2018.1?

If you are using Stingray and have a current subscription to 3ds Max, you can simply allow your Stingray subscription to end. Use 3ds Max Interactive instead and you won't have to pay additionally for Stingray.

12. I still have several months left on my Stingray subscription. Can I terminate my Stingray subscription and get a refund?

Yes, you will get a refund if your subscription was purchased directly from Autodesk less than 30 days ago. For all the details on the Autodesk cancellation policy, please find more information [here](#).

13. I have no need for / am not interested in installing 3ds Max Interactive. Is it going to be part of my download?

No. 3ds Max Interactive is a separate download that is not part of the standard 3ds Max installation. Should you need it later, it can be downloaded from the 3ds Max 'Downloads' tab of your Autodesk Account.

14. I do not have an active maintenance or subscription plan for 3ds Max 2018. Can I still get access to Max Interactive?

No. You need a current 3ds Max subscription or maintenance plan to get the 3ds Max 2018.1 Update that includes 3ds Max Interactive. If you need access, [you can re-subscribe here](#).

15. Can I run 3ds Max Interactive on a different machine from 3ds Max?

No. 3ds Max and 3ds Max Interactive share the same license. However, if you have a multiuser subscription/maintenance plan, you can run 3ds Max Interactive on a machine connected to the license server – but they cannot be run on different machines at the same time.

16. Will there be a trial available?

Yes, as a 3ds Max trial user, you can download 3ds Max Interactive, however this option is currently only available in North America.

17. Does 3ds Max still supports workflows with other game engines like Unity and/or Unreal Engine?

Definitely. For many game developers, Unity, Unreal Engine, proprietary, and other non-Autodesk game engines are critical to their pipelines. The Game Exporter utility allows users to transfer different types of data from 3ds Max into game engines using Autodesk® FBX® interchange technology. This support for open ecosystems and pipelines helps you to be as productive as possible, no matter which real-time engine you choose.

18. Where can I find more information about 3ds Max Interactive and how to use it?

To get up to speed on 3ds Max Interactive, you can take advantage of all the Stingray learning content.

You can find additional information here:

- [Stingray Learning Center](#)
- [Stingray Help](#)
- [Autodesk Knowledge Network](#)

