

3DS MAX Design 2010 System Requirements

32bit Version

Processor • Intel Pentium® 4 or higher, AMD Athlon® 64 or higher, or AMD Opteron® processor

Hard Disk • 1 GB of swap space but 2 GB is recommended.

RAM • 1 GB RAM but 2GB is recommended

Note The complexity of your scene impacts the amount of RAM you need to maintain performance.

64bit Version

Processor • Intel® EM64T, AMD® Athlon® 64 or AMD Opteron® processor

Hard Disk • 1 GB of swap space but 2 GB is recommended.

RAM • 1 GB RAM but 4 GB is recommended

Note The complexity of your scene impacts the amount of RAM you need to maintain performance.

Additional Requirements for both versions:

Display Minimum • Graphics cards that support a minimum resolution of 1024 x 768 x 16-bit color.

Hardware Acceleration • Hardware-accelerated OpenGL® and Direct3D with a resolution set to 1280 x 1024 x 32-bit color (or higher) is both supported and recommended. OpenGL and Direct3D® hardware acceleration is supported with graphics cards having a minimum of 128 MB of memory.

• Some features of your product are only enabled when used with graphics hardware that supports Shader Model 3.0 (Pixel Shader and Vertex Shader 3.0). Check with your manufacturer to determine whether your hardware supports this.

Note 256-color mode is not supported.

Mouse/Tablet with Pen • Microsoft® Windows®-compliant pointing device (optimized for Microsoft® IntelliMouse®)

DVD-ROM drive • DVD-ROM drive to launch the your product Installation DVD.

Network • A TCP/IP-configured network is required for use in network rendering, is needed to access the internet for tasks such as downloading support installs, and is needed for network licensed setups.

Sound card and speakers (Optional) • Required for listening to audio tracks.