

# MENTAL RAY® STANDALONE 3.6.51.7 FOR AUTODESK® 3DS MAX® 2009 FREQUENTLY ASKED QUESTIONS

## 1. What is mental ray Standalone for 3ds Max and 3ds Max Design?

mental ray® Standalone is an offline rendering product co-developed by mental images and Autodesk Media & Entertainment. It works independently of Autodesk® Maya® software or Autodesk® 3ds Max® software through a command-line interface, or acts as the foundation of your distributed rendering solution when used with Maya or 3ds Max. mental ray Standalone is used primarily when additional rendering capabilities are required beyond the built-in mental ray capabilities of other Autodesk applications.

## 2. What is the latest version of mental ray Standalone for 3ds Max and 3ds Max Design available?

mental ray Standalone 3.6.51.7 for 3ds Max 2009 and 3ds Max Design 2009.

## 3. Which Autodesk applications are compatible with mental ray Standalone 3.6 core?

Different versions of mental ray Standalone were developed on the mental ray 3.6 core. mental ray Standalone 3.6.51.7 for 3ds Max and 3ds Max Design provides compatibility only with Autodesk 3ds Max 2009 and 3ds Max Design 2009 software. For previous version compatibility, please consult the [compatibility table](#).

## 4. Will the mental ray Standalone that I use with Autodesk Maya work with Autodesk 3ds Max?

No. mental ray Standalone for Maya is not compatible with Autodesk 3ds Max software. Separate versions of mental ray Standalone exist, one for Autodesk Maya and one for Autodesk 3ds Max. For more information on mental ray compatibility with other Autodesk applications, consult the [compatibility table](#).

## 5. Why are there different versions of mental ray Standalone?

Because each version contains the appropriate installer, licensing, and most importantly the shader libraries associated with the software in use. These shader libraries are required for the software to operate properly.

## 6. What is new in mental ray Standalone 3.6.51.7?

The latest release of mental ray Standalone for Autodesk 3ds Max and 3ds Max Design software—mental ray 3.6.51.7—delivers superior, photorealistic image quality and streamlined mental ray workflows. For more information on key features and enhancements pertaining to these two versions, see [mental ray for 3ds Max highlights](#).

## 7. What are the minimum system requirements to run mental ray Standalone?

See the [mental ray System Requirements](#).

## 8. Can I have both mental ray Standalone 32-bit and 64-bit in the same render farm?

Yes you can, assuming each renderfarm node runs under a 64-bit operating system.

## 9. Is there an upgrade path from mental ray Standalone 32-bit to mental ray Standalone 64-bit?

Yes, consult your local Autodesk channel partner or Autodesk sales representative for pricing information.

## 10. What is the difference between the 32-bit and 64-bit versions?

The main difference between the 64-bit and the 32-bit versions is the ability to handle much larger and more complex scenes, thanks to a much larger memory addressing capacity. Also, shader libraries are compiled for a 64-bit operating system.

## 11. Are the 32-bit and 64-bit versions the same price?

Yes. As of March 25, 2008, mental ray Standalone 32-bit pricing will be the same as mental ray Standalone 64-bit pricing. Consult your Autodesk Premier Solutions Provider or Autodesk Authorized Reseller for more information.

## 12. How can I buy mental ray Standalone?

Visit [www.autodesk.com/reseller](http://www.autodesk.com/reseller) to locate the Autodesk Premier Solutions Provider or Autodesk Authorized Reseller nearest you.

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