

# Recommended Minimum System Requirements

## Software

The **32-bit** version of Autodesk® 3ds Max® and Autodesk® 3ds Max® Design 2012 software is supported by any of the operating systems: <sup>1</sup>

- Microsoft® Windows® 7 Professional operating system
- Microsoft® Windows Vista® Business operating system (SP2 or higher)
- Microsoft® Windows® XP Professional operating system (SP3 or higher)

The **64-bit** version of 3ds Max and 3ds Max Design 2012 software is supported by any of the operating systems:<sup>1</sup>

- Microsoft® Windows® 7 Professional x64 operating system
- Microsoft® Windows Vista® Business x64 Edition (SP2 or higher)
- Microsoft® Windows® XP Professional x64 Edition (SP3 or higher)

3ds Max and 3ds Max Design 2012 **32-bit** and **64-bit** software require the following supplemental software:

- Microsoft® Internet Explorer® 8.0 internet browser or higher
- Mozilla® Firefox® 3.0 web browser or higher

## Hardware

**General animation and rendering (typically fewer than 1,000 objects or 100,000 polygons):**

At a minimum, the **32-bit** version of 3ds Max and 3ds Max Design 2012 software requires a system with the following hardware:

- Intel® Pentium® 4 1.4 GHz or equivalent AMD® processor with SSE2 technology<sup>2</sup>
- 2 GB RAM (4 GB recommended)
- 2 GB swap space (4 GB recommended)<sup>3</sup>
- Direct3D® 10 technology, Direct3D 9, or OpenGL-capable graphics card<sup>4</sup>
  - 256 MB or higher video card memory
  - 1 GB or higher recommended

- Three-button mouse with mouse driver software
- 3 GB free hard drive space
- DVD-ROM drive<sup>5</sup>
- Internet connection for web downloads and Autodesk® Subscription-aware access

At a minimum, the **64-bit** version of 3ds Max and 3ds Max Design 2012 software requires a system with the following hardware:

- Intel® 64 or AMD64 processor with SSE2 technology<sup>2</sup>
- 4 GB RAM (8 GB recommended)
- 4 GB swap space (8 GB recommended)<sup>3</sup>
- Direct3D 10, Direct3D 9, or OpenGL-capable graphics card<sup>4</sup>
  - 256 MB or higher video card memory
  - 1 GB or higher recommended
- Three-button mouse with mouse driver software
- 3 GB free hard drive space
- DVD-ROM drive<sup>5</sup>
- Internet connection for web downloads and Subscription-aware access

#### **Large scenes and complex data sets (typically more than 1,000 objects or 100,000 polygons):**

Recommended, the **64-bit** version of 3ds Max and 3ds Max Design 2012 software requires a system with the following hardware:

- Intel® 64 or AMD64 processor with SSE2 technology<sup>2</sup>
- 8 GB RAM
- 8 GB swap space<sup>3</sup>
- Direct3D 10, Direct3D 9, or OpenGL-capable graphics card<sup>4</sup>
  - 1 GB or higher video card memory
- Three-button mouse with mouse driver software
- 3 GB free hard drive space
- DVD-ROM drive<sup>5</sup>
- Internet connection for web downloads and Subscription-aware access

<sup>1</sup> The 3ds Max Composite feature requires one of the following 32-bit or 64-bit operating systems:

- Microsoft® Windows® XP Professional operating system (SP3 or higher)
- Microsoft® Windows® XP Professional x64 operating system (SP3 or higher)
- Microsoft® Windows® 7 Professional x64 operating system

<sup>2</sup> Autodesk 3ds Max 2012 and Autodesk 3ds Max Design 2012 have been optimized to take advantage of the SSE2 extended instruction sets supported on Intel® Pentium® 4 processor or higher, AMD Athlon™ 64, AMD Opteron™, AMD Phenom™ processors. 3ds Max 2012 will not operate on computers that do not support SSE2. Several utilities are available on the Internet that report CPUID, including supported instructions sets.

<sup>3</sup> Autodesk recommends settings that allow Microsoft Windows to manage virtual memory, as needed. There should always be at least twice as much free hard disk space as system memory (RAM).

<sup>4</sup> Some features of 3ds Max 2012 and 3ds Max Design 2012 are only enabled when used with graphics hardware that supports Shader Model 3.0 (Pixel Shader and Vertex Shader 3.0). In addition, Quicksilver hardware rendering requires additional GPU resources to work effectively. A minimum of 512 MB of graphics memory should be used. A minimum of 1 GB is recommend for the most complex scenes, shaders and lighting modes.

The integrated iray<sup>®</sup> rendering technology from mental images runs well on CPU processing alone but can be accelerated by NVIDIA GPU CUDA technology. Check to see if your graphic card is CUDA ready here:

[http://www.nvidia.com/object/cuda\\_gpus.html](http://www.nvidia.com/object/cuda_gpus.html)

Learn more about [graphics hardware compatibility](#).

<sup>5</sup> Autodesk 3ds Max 2012 and Autodesk 3ds Max Design 2012 are available only on dual layer DVD media (or electronic download where available). CD media is no longer available. DVD-ROM drive is not required if installing using electronic download. However to accommodate the installation files, you will need 9 GB of hard disk space and an additional 16 GB of space for temporary files created during the installation.

## For Macintosh<sup>®</sup> Computer Users

### Boot Camp

You can install Autodesk 3ds Max and 3ds Max Design 2012 software on a Mac<sup>®</sup> computer on a Windows<sup>®</sup> partition. The system must use Boot Camp<sup>®</sup> application program to help manage a dual OS configuration and meet the minimum system requirements.

- Intel<sup>®</sup>-based Mac Pro or MacBook<sup>®</sup> Pro computer<sup>1</sup>
- Mac<sup>®</sup> OS X 10.5.x operating system or higher
- Boot Camp V 2.0 or higher
- Minimum 2 GB RAM (Recommend 4 GB for 32-bit Windows OS, 8 GB or more for 64-bit Windows OS)
- Minimum 20 GB disk space for Apple OS partition, minimum 20 GB for Windows OS partition

### Mac Virtualization on Parallels Desktop

Autodesk 3ds Max and 3ds Max Design 2012 can be used on the Mac via Parallels Desktop<sup>®</sup> for Mac software without having to boot directly into the Windows OS so it is easy to switch between platforms. The system must meet the following requirements:

- Intel-based Mac Pro or MacBook Pro<sup>1</sup>
- Mac OS X 10.5.x or higher
- Parallels Desktop 4.0 (4.0.3844 or higher)<sup>2</sup>
- Minimum 4 GB RAM (6 GB system memory for 32-bit Windows OS, 8 GB or more for 64-bit Windows OS recommended)
- Minimum 40 GB available disk space (100 GB recommended)

For more details, please read the [3ds Max for Mac FAQ](#).

<sup>1</sup> 64-bit Windows Vista requires an Intel Core<sup>®</sup> 2 Duo or Intel<sup>®</sup> Xeon<sup>®</sup> processor

<sup>2</sup> Parallels Desktop is the only supported virtual machine software at this time

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