Autodesk 3ds Max
Design Visualization for VR

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VR Media

- 360 Images and Videos
- 360 S3D Images and Videos

Passive Immersive
VR Media

- 360 Images and Videos
- 360 S3D Images and Videos
- Sitting VR
- Room Scale VR
- Augmented Reality
- Mixed Realities

- Passive
  Immersive

- Active
  Immersive & Interactive
Premium VR

- HTC Vive
- Oculus Rift
- PlayStation VR
VR Controllers
Interactive

3ds Max + Stingray

BUNDLED

Image courtesy of Remedy Interactive
What is Stingray?

Stingray is:
A real-time, immersive, world building and story telling authoring toolset.

Both a product and a technology component / platform. Ideal for creating AR|VR immersive experiences that:

Look good!
Run fast!
What’s in Stingray?

Stingray includes 2 main components:

- The Stingray Editor
  “The Tools”

- The Stingray Engine
  “The Engine”
Features “Flow”

- Node-based authoring environment to create your “interactive experience logic”
- Easy to use for non-programmers
Stingray Level Sync

- One Step to VR Experience
- Vray Material Conversion
- Support for Lights, Cameras
- Easy to iterate
3ds Max & Stingray

Revit → 3ds Max → Stingray

- Import - File Link
  - .FBX
  - .RVT
- Camera Tracking
- Level Sync
- 2-way interop
- DCC Link

VR
Android
IOS
WebGL
LIVE Design Eco-System
The engine runs natively across platforms

- Author once, connect and publish to many:

Consoles | PC

STINGRAY

Mobile | Web

VR | AR

- Oculus
- VIVE
- HoloLens
- I AM CARDBOARD
- Daydream
Questions?

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Hardware: VR-Ready PCs

- Windows Only
  - Experimental Linux support for HTC Vive
- Intel Core i5 4590 or AMD 8350
- 4GB RAM
- Nvidia GeForce GTX 970 or AMD Radeon R9 290
  - Nvidia preferred (For now)
  - About Quadro cards...
  - [http://www.videocardbenchmark.net/high_end_gpus.html](http://www.videocardbenchmark.net/high_end_gpus.html)
- Will run you about 1500 USD
Hardware: VR-Ready PCs

Oculus: https://www.oculus.com/oculus-ready-pcs/
HTC Vive: https://www.vive.com/ca/ready/

What about Laptops?

- Pretty slick laptops with GTX1060!
- Pretty large laptops with GTX 1080!
Performances

- (Oculus) Asynchronous Time & Space Warp
- (HTC Vive) ASynch Reprojections & Interleaved Reprojection