

Getting Started

MAXtoA is a plug-in for Autodesk 3ds Max which provides a bridge to the Arnold rendering system from within the standard 3ds Max interface.

This section describes how to begin using the Arnold renderer in 3ds Max and covers the following topics.

- [Arnold](#)
- [Installation](#)
- [Arnold Menu](#)
- [Licensing Arnold](#)
- [Watermarks](#)
- [Rendering Your First Scene](#)
- [Converting a Revit Scene to MAXtoA](#)