For Arnold 5

This manual introduces MAXtoA, a plug-in for Autodesk 3ds Max which allows you to use the Arnold renderer directly in 3ds Max. Before beginning, you should read the sections on installation and licensing. There is also a short introductory tutorial taking new users through the steps necessary to get their first Arnold render using MAXtoA. Also, don't forget to look at the Tutorials section.

Make sure to check the release notes for the latest Arnold 5 features. There is also an FAQ page that endeavors to answer any questions related to transitioning to Arnold 5. Ensure that you are using the latest version of the plugin.

Arnold Answers is a reputation-based forum where Arnold users of all kinds can ask their colleagues and peers questions related to Arnold.

Use the / key to perform a quick search.

TheArnold for 3ds Max User Guide consists of the following sections:
• Release Notes
• Getting Started
• Tutorials
• Getting Started with Arnold GPU
• Arnold Render Setup
• Shapes
• Lights
• Cameras
• Shaders
• Textures
• Operators
• Denoising
• Arnold Scene Source
• FAQ