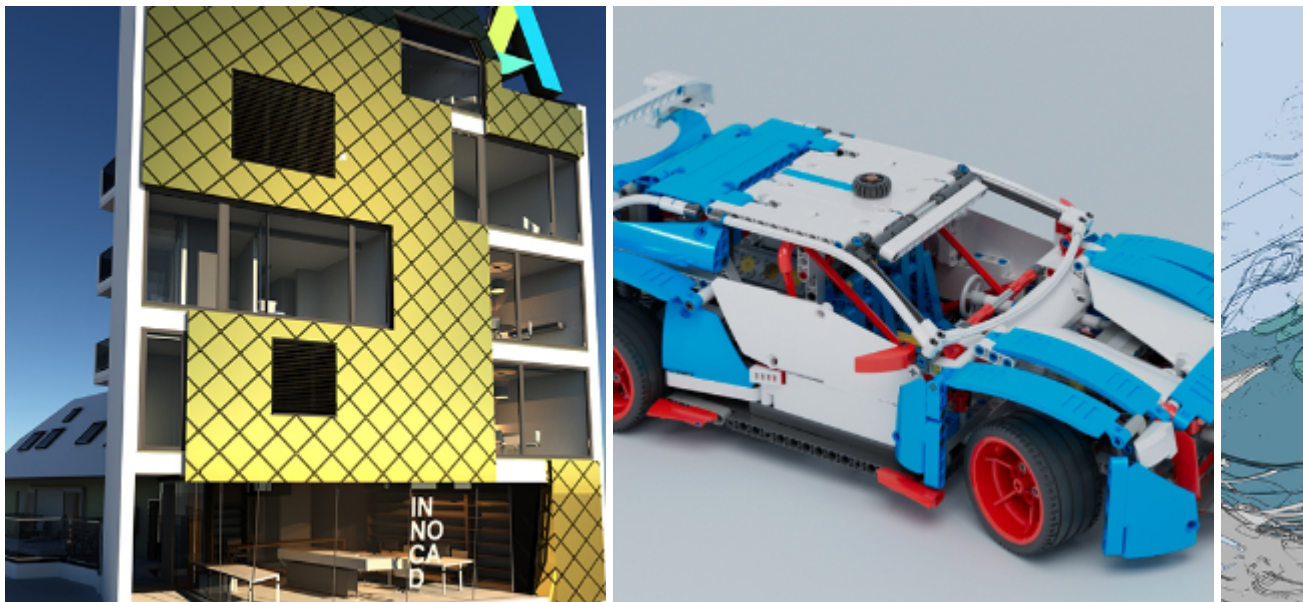


Arnold for 3DS Max User Guide



A series of tutorials related to design and advertising is available [here](#).

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 features.
- There is also an [FAQ](#) page that endeavors to answer any questions related to transitioning from Arnold 4.
- 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.

 Arnold for 3DS Max ??? ???

The Arnold 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](#)
- [Arnold RenderView Window](#)
- [Denoising](#)
- [Arnold Scene Source](#)
- [Max Script Commands](#)
- [FAQ](#)
- [Arnold Menu](#)



