

Finalrender 3.5 Overview

finalRender 3.5 SE for 3ds Max and 3ds Max Design is the perfect choice for bigger production houses and advanced users seeking the maximum in quality and flexibility, as well as, seamless integration with mainstream user base.

The product uses the same rock-solid Hollywood production-proven rendering core and produces the same rendering results.

finalRender 3.5 SE comes with a vast feature set. To read more about them, click on the [Download Features List](#).

The cebas Non-Photo-Realistic (NPR) renderer for 3ds Max, finalToon 3.5, has also been upgraded with features and functionality.

finalToon 3.5 is available as an integral part of finalRender 3.5 SE or as a standalone product. A complementary copy of finalToon 3.5 is included with a purchase of the finalRender 3.5 version.

Alice in (Stereo-) Wonderland

The new finalRender SE Stereo Camera offers the 3ds Max user a sophisticated way to reproduce true 3D stereo camera effects from within 3ds Max. cebas was able to develop this 3ds Max rendering solution that has no issues with live action footage, allows proper compositing of existing footage (created with thinkingParticles R4), and matches all rendering setups created in Maya as well, that can be easily imported. . A true 3D stereo camera model into finalRender, it proved to be an ideal rendering solution for major movie productions.

DomeLight

finalRender R3 SE was the rendering system of choice for Uncharted Territory for the 3D VFX in the blockbuster movie "2012." DomeLight proved to be the key lighting method used to create believable and fast global illumination scenery. It also showed great stability in ultra-complex scenes with thousands of animated objects, possessing millions of polygons. It is now faster, smoother and better than before, accelerating the animation, IR and QMC rendering modes.

...and Many More