

MAXWELL RENDER



Overview

Maxwell Render™ is a recognized standard in render quality for architectural visualization, film production, product design, and many other high-end rendering markets. The technology behind Maxwell Render™ enables users to create materials, set lights and cameras, and render 3D scenes, all in a stunningly realistic and intuitive way, resulting in images that are indistinguishable from photographs.



Image by Cary James



Image by Nubeo International Ltd.



Image by Stack! Studios

Benefits

Quality

Quality is our non-negotiable concept. Quality is the result of a technology that relies strictly on the nature of the light. Many rendered images can look good, but only one will be real.

Realistic

Maxwell Render is physically accurate. Physically correct creations and data can help architects, designers, engineers or VFX supervisors understand what lighting will look like in a final production, and be confident that the simulations reflect reality.

Time Saving

Maxwell Render has a simple set of parameters based on reality. The settings of the Maxwell Render camera work and adjust like the settings of a real camera. The lights in your scene are set in real-world units. Because of this, set-up times are extremely low compared to other renderers.

Versatile

Maxwell Render offers reliable lighting accuracy and a vast materials library for designers, minimum set-up time and real-world quality for Architects, and a unique, super-efficient workflow for visual effects artists. Maxwell Render is the perfect solution for many needs.

PRODUCTS



Image by Mihai Iliuta

Maxwell Render Suite

The Maxwell Render Suite software package provides a complete solution for those who want maximum image quality and full control of the Maxwell Render™ technology. The suite includes a series of standalone tools for Windows, Mac and Linux in 32 and 64 bits, plus FREE access to the full list of plugins (more than 15 CAD/3D platforms are supported).



Image by Rune Skjöldberg

Maxwell for Google SketchUp

Maxwell for Google SketchUp offers users the benefits of advanced rendering in a custom built, easy to use package. It is a self contained (standalone) package- it contains its own render engine designed for and fully integrated into SketchUp. No other application is launched when you render your scene, neither does it require export to any external application. So, besides the easy to use features of the plugin itself, there are no new interfaces to learn!

Maxwell Core

Maxwell Core™ allows software developers to license the Maxwell Render technology in order to create or extend their own applications with advanced visualization capabilities. Maxwell Core™ provides a platform-independent C++ API, for the integration of the Maxwell Render components. Unlike the classic plugin approach with the Maxwell Render Suite package- which requires a plugin to export the MXS (Maxwell Scene) to the external engine, the Maxwell Core technology remains inside the 3D or CAD application without external dependencies.



Image by Brian Looney