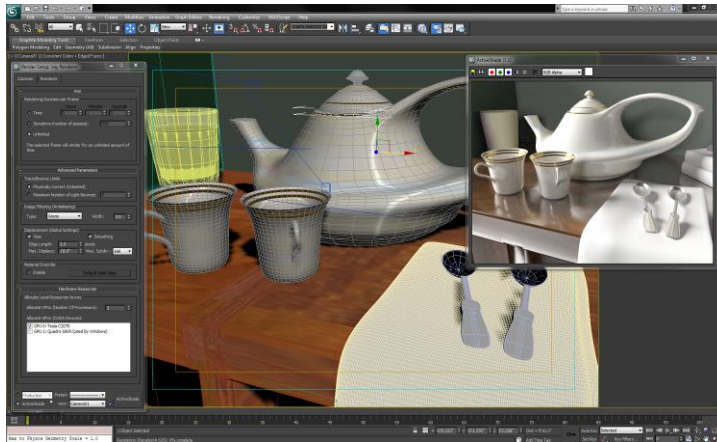# Autodesk 3ds Max Subscription Advantage Pack 2012 – Screenshot Captions

3ds_max_2012_sap_activeshade_interactive_iray_rendering_1919_1160.png

ActiveShade Interactive iRay Rendering

Experience a truly iterative creative process for finalizing renderings, with new ActiveShade support for the iray renderer from mental images. ActiveShade enables artists to iterate more effectively by providing an interactive rendering session that constantly updates as changes are made to cameras, lighting, materials, and geometry. By shortening the feedback loop, artists can more efficiently fine-tune their scene, making it faster and easier to achieve their intended look.

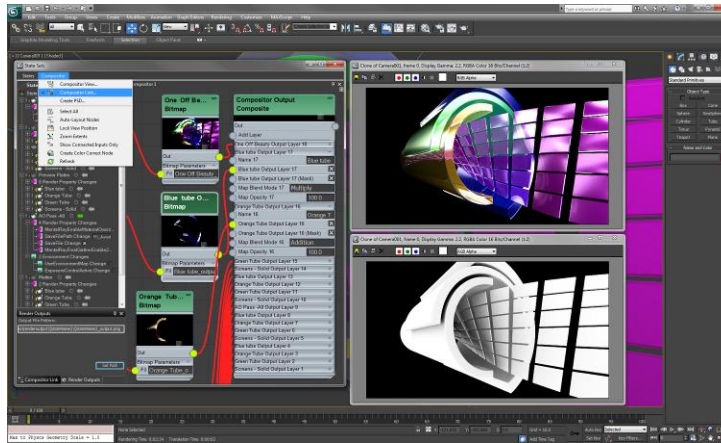**3ds_max_2012_sap_render_pass_system1_1920_1160.png**

Render Pass System

Segment your scene for downstream compositing more easily with an entirely new render pass system. A state recorder enables artists to capture, edit, and save the current state, while a visual interface shows how compositing and render elements are wired together to create the final result. Artists can quickly set up and execute multiple render passes from a single file; individual passes can be modified without the need to re-render the whole scene, enhancing productivity.

3ds_max_2012_sap_render_pass_system2_1920_1160.png

Render Pass System
Segment your scene for downstream compositing more easily with an entirely new render pass system. A state recorder enables artists to capture, edit, and save the current state, while a visual interface shows how compositing and render elements are wired together to create the final result. Artists can quickly set up and execute multiple render passes from a single file; individual passes can be modified without the need to re-render the whole scene, enhancing productivity.