



Redshift for Autodesk Maya 2024, and RS Camera and Backplates for 3DS Max, Real Lens Flares for Adobe Premiere, New Capsules and Numerous Performance Improvements

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## **Maxon Unleashes Enhanced DCC Compatibility and More in Latest Product Releases**

**Bad Homburg, Germany – June 14, 2023** – Maxon, developers of professional software solutions for editors, filmmakers, motion designers, visual effects artists and creators of all types, today announced a comprehensive update to a series of products in the Maxon One family. Redshift now includes support for Autodesk Maya 2024 on Windows, camera and backplates for 3DS Max, new Principled Hair for Cinema 4D and more. VFX adds support for Real Lens Flares in Adobe Premiere Pro and valuable upgrades to Supercomp. The

incredibly useful collection of Maxon Capsules continues to “grow” - this time in the form of expertly crafted Laubwerk Plant assets.

**This latest release includes:**

## **Redshift**

Redshift 3.5.16 extends DCC support and features substantial improvements to memory management in Redshift CPU.

- Redshift is now available for the latest version of Maya on Windows machines, with support for other operating systems coming soon.
- Redshift Camera and Backplates are now available in Redshift for 3DS Max. Now 3DS Max users can easily apply different backplates for each camera, either in-render or as a post-effect, with robust frame fitting and adjustment options.
- New material preset for Principled Hair added for Cinema 4D makes it even easier to get up and running with physically-based hair. More realistic hair with nuanced settings for texture and shape variation can now be created with just a few clicks in the Material Manager while Redshift is active.
- Redshift CPU rendering is now faster in all host software packages, with significantly lower memory requirements (50% on average).
- General performance and stability updates for improved performance in 3DS Max, Cinema 4D and Houdini.
- Added support for animated vertex deformation with motion blur in Redshift for Blender.

## **VFX**

Editors can now add Real Lens Flares to any footage within Adobe Premiere Pro, and Supercomp now offers a more natural simulation of light, allowing editors to quickly match the specific conditions of a shot.

- Real Lens Flares is now available in Premiere Pro. It works exactly the same as in After Effects, with the same highly detailed level of customization. Videographers can now create realistic lens flares based on simulated optical models and ray traced light, with an unprecedented amount of artistic control

- while creating the most realistic looking lens flares possible.
- The upgrade to Supercomp now provides more realistic and beautiful Light Wrap, Reverse Light Wrap and Diffusion effects with more creative control.

## Capsules

With Maxon's powerful Capsules, artists can use tailor-made assets to enhance their projects. Therefore, we are happy to present 52 Laubwerk Plant Assets, a great sampler of plant assets created by vegetation experts Laubwerk.

- Use the power of 52 new Laubwerk Plant Assets - from trees like Maple and Cherry, to bushes like Lavender and Dutch Garlic to tropical stand-outs like the Kentia Palm.
- A collection of 28 new Redshift ArchViz materials now makes it easy to render plastic objects. Great for everything from industrial design to architectural visualization.

Users are encouraged to update immediately through the [Maxon App](#).

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## About the Nemetschek Group

The Nemetschek Group is a globally leading software provider for digital transformation in the AEC/O and media industries. Its intelligent software solutions cover the entire lifecycle of building and infrastructure projects and enable creatives to optimize their workflows. Customers can design, build, and manage buildings and infrastructures more efficiently and sustainably and develop digital content such as visualizations, films and computer games more creatively. The software provider is driving innovations such as digital twins as well as open standards (OPEN BIM), and sustainability in the AEC/O industry, constantly expanding its portfolio by also investing in deep-tech startups. Currently more than seven million users worldwide are shaping the world with the customer-focused solutions of our four divisions. Founded by Prof. Georg Nemetschek in 1963, the Nemetschek Group today employs around 3,600 experts globally.

Publicly listed since 1999 and quoted on the MDAX and TecDAX, the

company generated revenues amounting to EUR 801.8 million and an EBITDA of EUR 257.0 million in 2022.

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