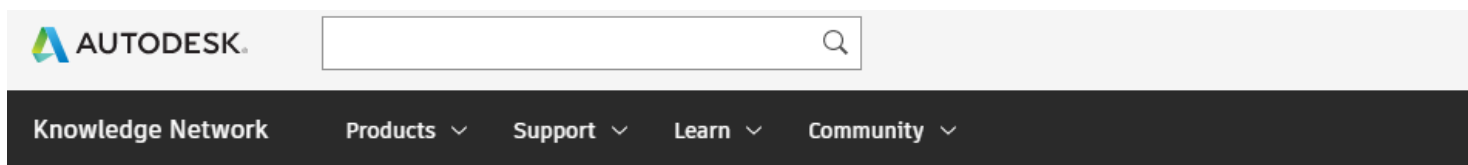


3DS Max Basics—Material Editor Update

In the 2021 3ds Max update, Autodesk removed the slate/compact material editor from being the default editor. Use the notes below to add the tool back to the menu for use as in the textbook. The notes below are from the Autodesk website (3 pages):

<https://knowledge.autodesk.com/support/3ds-max/troubleshooting/caas/sfdcarticles/sfdcarticles/>



Standard (Legacy) Materials don't appear in 3ds Max 2021

Products and versions covered ▾

By: **AUTODESK**.Support
Aug 24 2020

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Issue:

In 3ds Max 2021, upon opening either the Compact or Slate Material Editor, then the Material/Map Browser, the Standard (Legacy) material type no longer appears.

Environment:

3ds Max 2021

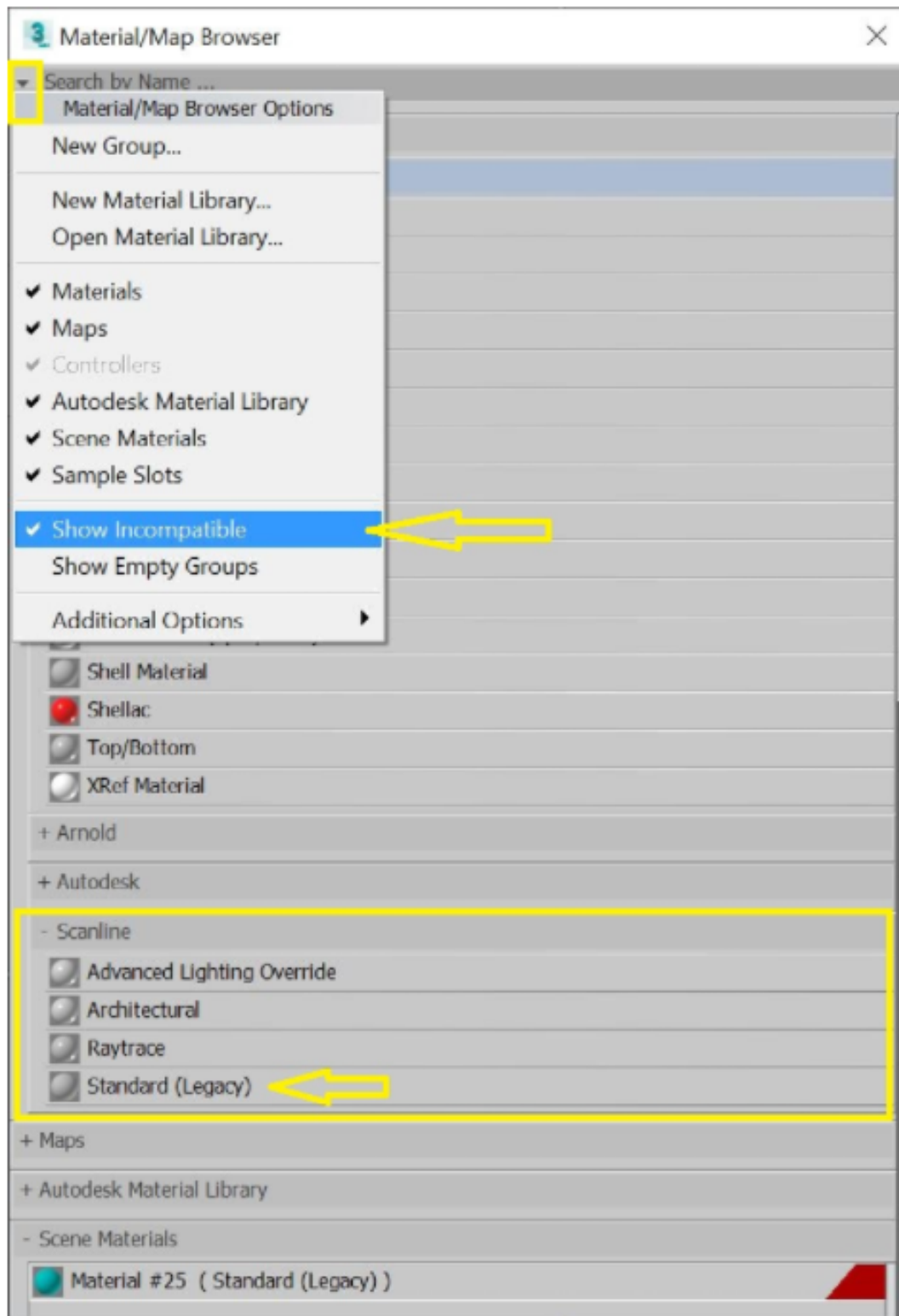
Causes:

The 3ds Max 2021 default material type and render engine have been changed to Physical Materials and Arnold, respectively. The Arnold renderer does not natively support the older Standard (Legacy) material type.

Solution:

To fix this, do the following:

1. In 3ds Max 2021, open either the Compact or Slate Material Editor, then click on the Materials/Maps Browser button.
2. When the Material/Maps Browser appears, click on the small arrow in the upper-left-hand corner.
3. Make sure Materials and Maps are both checked, and the Show Incompatible item is checked as well.
4. After checking these, the Standard (Legacy) material type should appear again.



Note: to ensure that legacy 3ds Max Map types render with Arnold, do the following:

1. Go to the Rendering > Render Setup > Arnold > System tab.
2. Make sure the Legacy 3ds Max Map Support button is checked.

