

# Maxwell Render plug-in for Nuke brings VFX industry one step closer to hyper-realism

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*Plug-in now available*



Maxwell Render is well-known for its extensive use in architectural visualization and product design. The software is also used more and more by high-end visual effects studios looking for that extra touch of quality so typical of Maxwell Render. The short animation *Alma* – rendered using Maxwell – won awards throughout 2009, while innovative studios like Giantsteps in California and Meindbender in Sweden have been using Maxwell Render to bring their international commercials to life.

Now the time has come to enhance the Maxwell Render package for VFX studios.... **with a plug-in for Nuke!**

The plug-in – available today – is the first third-party rendering plug-in for The Foundry’s Nuke and brings two components: the MXI Reader and the MXI Multilight Mixer. The MXI Reader allows users to load Maxwell image files or sequences into a Nuke node with full 32 bits color information. The MXI Multilight Mixer brings Maxwell Render’s famous Multilight feature to Nuke, allowing users to mix lights and adjust the intensity of emitters interactively. The plug-in is available for Windows, Mac OSX and Linux.

Juan Cañada, Lead Developer for Maxwell Render, is proud to add Nuke to the already extensive arsenal of Maxwell Render plug-ins. “Nuke is an extremely efficient and powerful compositing application used across the VFX industry, and we see this plug-in as a major leap forward for successful Maxwell Render integration in high-end production pipelines,” Cañada says. “Extreme realism is becoming more and more important in visual effects, and we are pleased to be part of that.”

Jon Wadeldon, Nuke Product Manager at The Foundry, is equally pleased, saying: “The Maxwell Render plug-in for Nuke is very easy to set up. It quickly enables you to adjust your lighting interactively inside Nuke, resulting in a speedy workflow. We’re excited by the possibilities that Maxwell Render presents the VFX industry and how tight and simple the integration with Nuke is.”

The Maxwell Render plug-in for Nuke can be downloaded from the Next Limit customer gateway at <https://portal.nextlimit.com> (license holders only), or a demo can be requested at <http://www.maxwellrender.com>. An explanatory video and a manual are available from <http://think.maxwellrender.com/tutorialsadvanced.php?category=52>

<http://www.maxwellrender.com>

<http://www.thefoundry.co.uk>