APEX Clothing with 3ds Max

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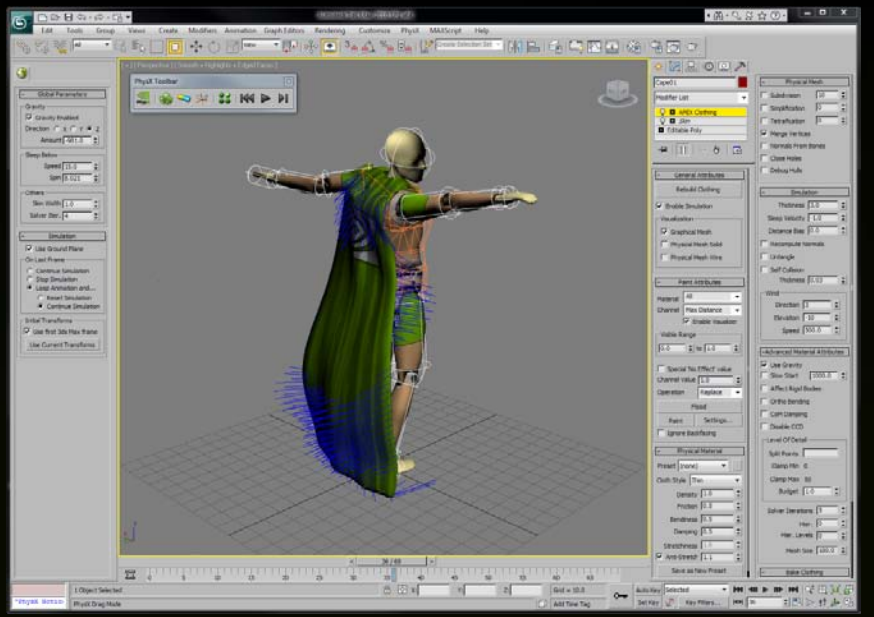
NVIDIA®

The Plan

- **PhysX & APEX** (the company spiel)
- **The Plug-in** (what it looks like)
- **Making Clothing** (without sewing)
- **Preview in UE3** (hey, it works!)
- **Q&A** (or awkward silence)



NVIDIA PhysX®

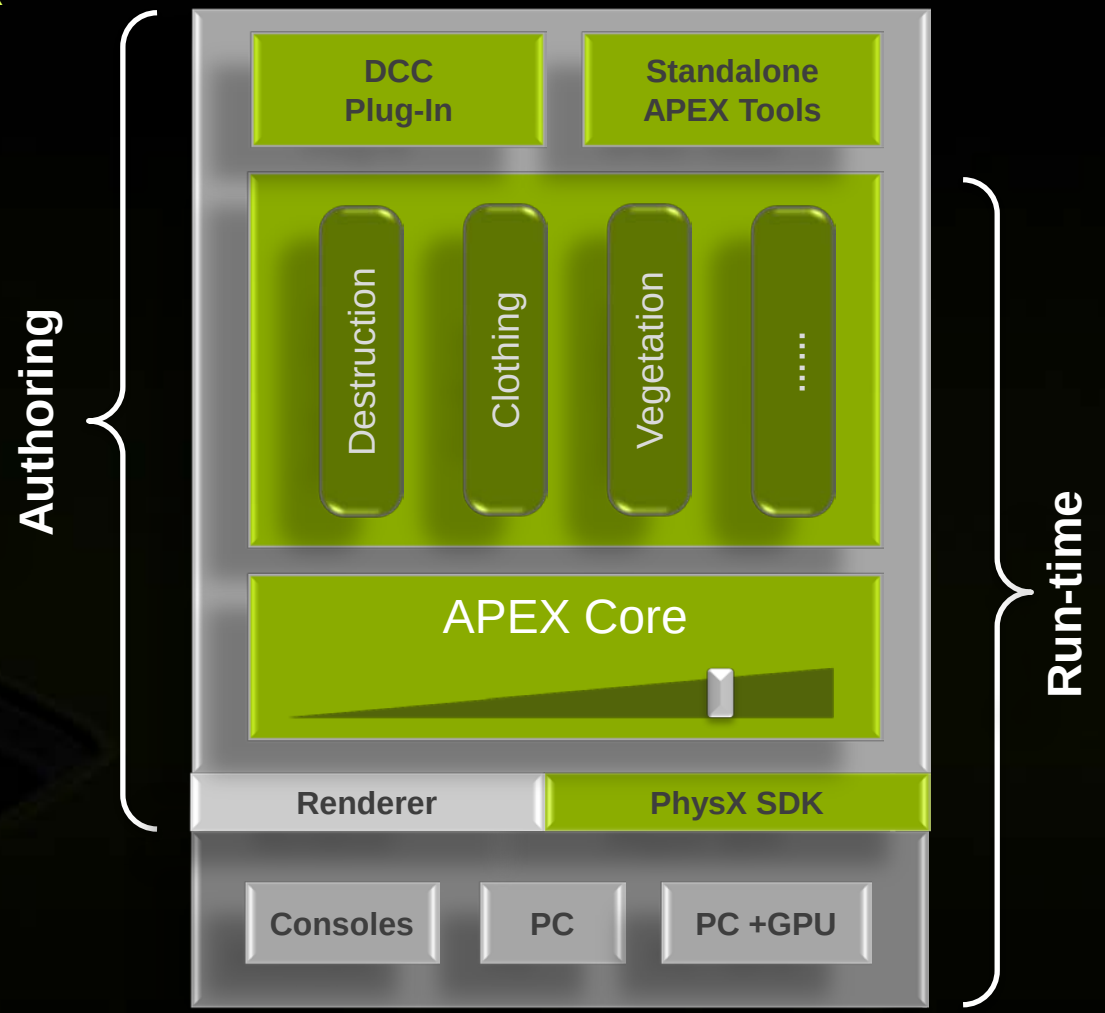
Enabling unprecedented game experiences

- Core physics functionality
- Powered by the GPU
- Free
- Fast
- Multi-platform

NVIDIA APEX

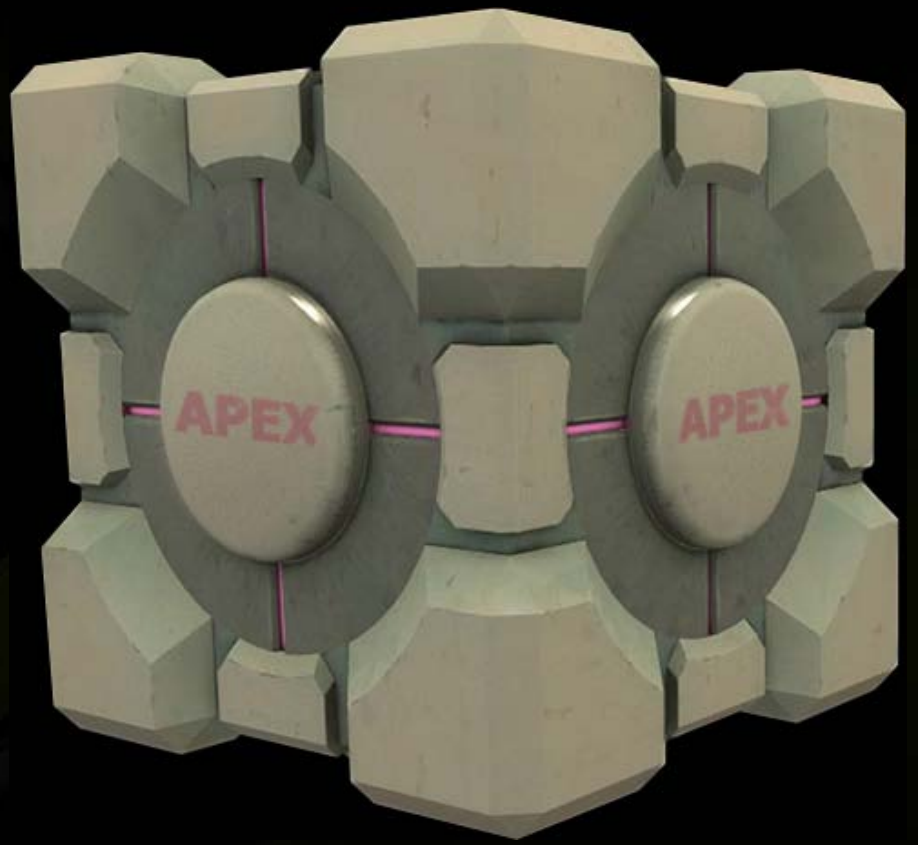
Artist-focused scalable dynamics framework

- Empowers the artist
- Reduces the high-cost of developing games
- Decreases time-to-market
- Author once, deploy anywhere



NVIDIA APEX

Artist-focused scalable dynamics framework



The weighted APEX Cube will never try to stab you.