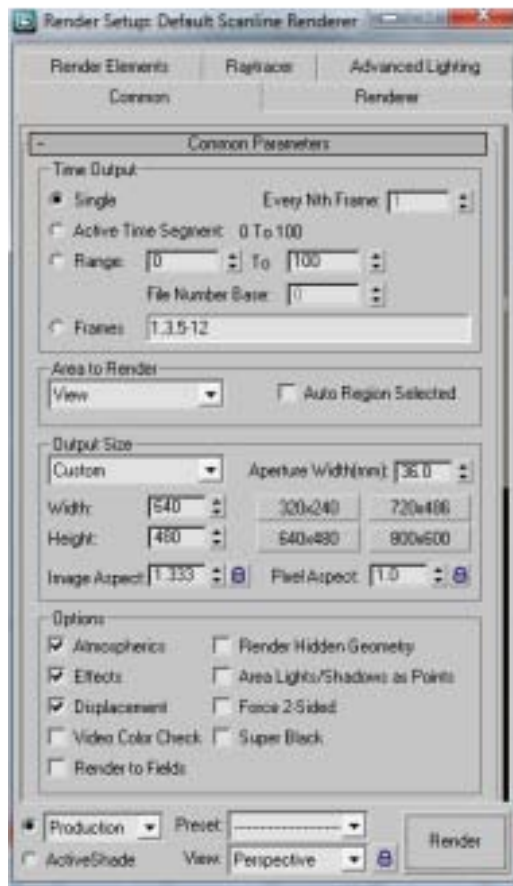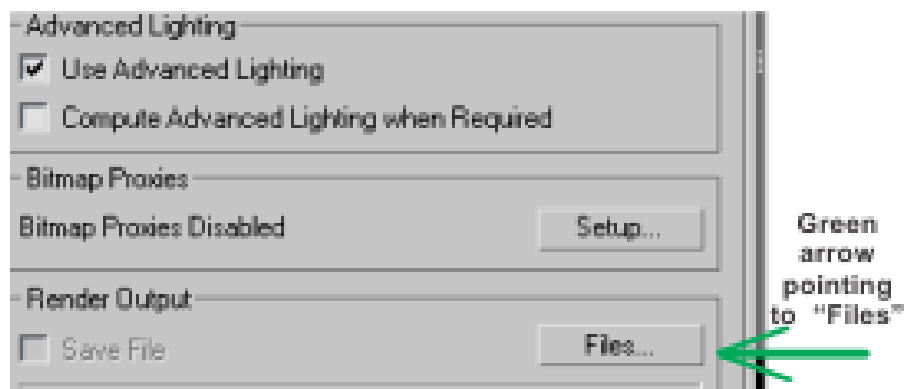This is the final stage to get the result of your work. Saving your work in Autodesk 3dsmax is not straight forward compared to other software's. Now lets save our work (the box in our scene) in .JPEG format
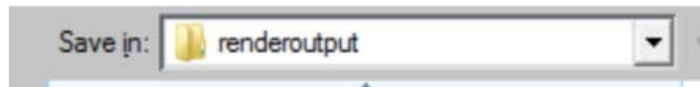
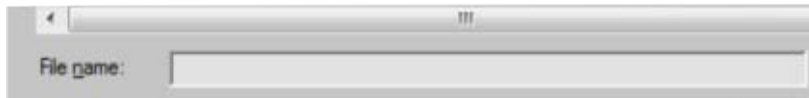Hit f10 on your keyboard. The below dialogue will pop out



Scroll down, and click on "Files"

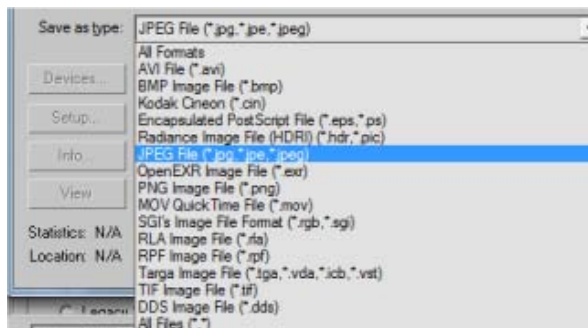From the save in, select the location you want to save your image

Save in: renderoutput

After that, come down to "File name" and input the name you wish to use in saving the image.

File name:

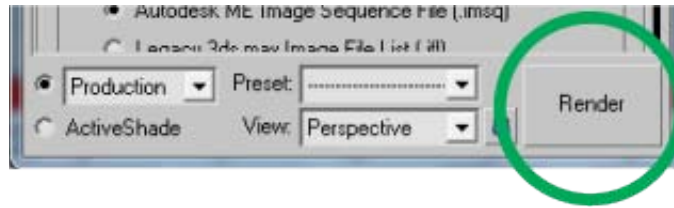Click on the "Save as type" drop down

Save as type: All Formats

The drop-down should look like the image below. Select "JPEG File" from the list and click save
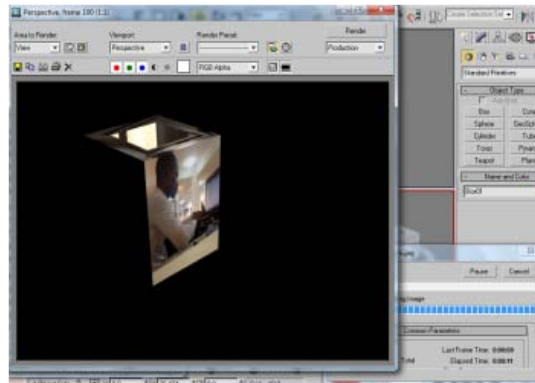
A pop out will display after you click on save, make sure its in the same settings with mine, then click ok.

Now click on "Render"



After that, your Autodesk 3dsmax screen should like the image below, which the the Rendering process.



That's all, you can now locate the file and preview it. You can use this same process to Render your works in other formats like .PNG etc.

Good luck, you have gotten the basics in Autodesk 3dsmax, because this tutorials covered all the necessary part you need in becoming an Autodesk 3dsmax User.