



GET THE MOST OUT OF AUTODESK 3DS MAX WITH NVIDIA

Image courtesy of Delta Tracing Srl.

See your designs as quickly as you envision them.

The **NVIDIA® Iray®** renderer used in Autodesk 3ds Max® gives 3D artists an intuitive way to create images that rival photographs—in a fraction of the time of traditional workflows. Now, you can use materials and lights that correspond and react like those in the physical world to quickly bring your visions to life, rather than juggling a variety of computer graphics controls to merely approximate it.

Immediately experience edits as you adjust and perfect your camera, lighting, materials, and geometry with the ActiveShade interactive rendering window in 3ds Max. The Iray renderer takes full advantage of your graphics cards and delivers scalable performance, so the more GPUs you have, the faster your renders will be.

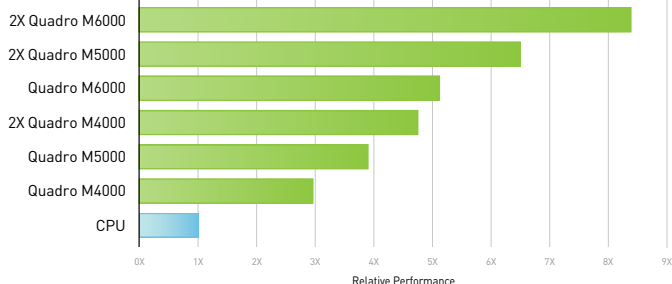
Fueled by NVIDIA's most powerful GPU architecture ever, this solution lets you render more than 8x using NVIDIA Multi-GPU Technology while still working in all your other apps. This helps reduce, or even in some cases eliminate, creation of expensive and time-consuming physical prototypes and photo shoots.



Quickly create stunning photorealistic renderings using 3ds Max and NVIDIA GPUs.

Image courtesy of Jeff Patton

3ds MAX 2016 + IRAY PERFORMANCE



Tests run on a workstation with Intel Xeon 2.6 GHz, 32GB RAM, running Win 7 64-bit SP1, using NVIDIA Iray technology in Autodesk 3ds Max and driver version 353.06



With Iray designers can interactively see photorealistic representations of their designs.

Empower More Users with NVIDIA GRID™

With the industry's most advanced technology for sharing GPU hardware, NVIDIA GRID™ vGPU™ technology enables multiple users to access the power of a single GPU without compromising their graphics experience. GRID gives 3ds Max users the graphics horsepower they need across devices and locations. Designers and engineers can confidently work with Autodesk Product Design Suite apps delivered by native NVIDIA graphics drivers while collaborating in real-time for better productivity.

With NVIDIA GRID, Autodesk 3ds Max users can enjoy the same highly responsive experience they get at their desk—from any device, anywhere, anytime. To find out more, www.nvidia.com/grid

RECOMMENDED GRAPHICS SOLUTIONS FOR AUTODESK 3DS MAX

USAGE	Occasional NVIDIA Iray rendering	Very large assembly, NVIDIA Iray rendering	Multiple GPUs for frequent NVIDIA Iray rendering or simultaneous rendering and CAD design
For Desktop Workstations	Quadro M5000	Quadro M6000	Multi-GPU M6000 x 2
GPU MEMORY	8 GB GDDR5	12 GB GDDR5	24 GB GDDR5
REPLACES	Quadro K5200 or Quadro K5000	Quadro K6000 or Quadro 6000	Quadro K6000 or Quadro 6000
For Mobile Workstations	Quadro M3000M	Quadro M4000M	Quadro M5000M
GPU MEMORY	4 GB GDDR5	4 GB GDDR5	8 GB GDDR5
REPLACES	Quadro K3100M or Quadro K3000M	Quadro K4100M or Quadro K4000M	Quadro K5100M or Quadro K5000M
For Remote Rendering Workflows		NVIDIA Visual Computing Appliance (VCA)	
SPECIFICATIONS		8 NVIDIA top end GPUs with 12 GB memory per GPU (24,576 CUDA cores)	

To learn more, visit www.nvidia.com/autodesk



NVIDIA professional graphics solutions are certified and recommended by Autodesk. Close collaboration during product development guarantees stability and reliability of the platform just the way you expect from day one.