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® software helps give designers 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 18x faster using NVIDIA Multi-GPU Technology while still working with all your other software applications. Now Iray Server distributed rendering software is available from NVIDIA to harness the power of networked workstations for even faster rendering. This helps reduce, or even in some cases eliminate, creation of expensive and time-consuming physical prototypes and photo shoots.

With adoption of 4K displays growing and the emerging use of Virtual Reality for design workflows, the increased graphics performance required by these new technologies is leading designers to demand the power and reliability of NVIDIA Quadro GPUs.

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

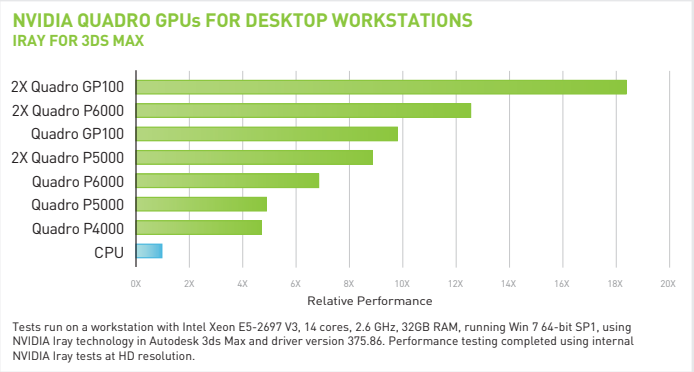
Image courtesy of Jeff Patton

With NVIDIA Iray in 3ds Max 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™ 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 Collection 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**



Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores, 2.6 GHz, 32GB RAM, running Win 7 64-bit SP1, using NVIDIA Iray technology in Autodesk 3ds Max and driver version 375.86. Performance testing completed using internal NVIDIA Iray tests at HD resolution.

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 P4000***	**Quadro P5000***	**Multi-GPU (3x Quadro P5000***
GPU MEMORY	8 GB GDDR5	16 GB GDDR5X	3x 16 GB GDDR5X
REPLACES	Quadro M5000	Quadro M6000 24GB	Quadro K6000 or Quadro 6000
For Mobile Workstations	**Quadro P3000***	**Quadro P4000***	**Quadro P5000***
GPU MEMORY	6 GB GDDR5	8 GB GDDR5	16 GB GDDR5
REPLACES	Quadro M3000M	Quadro M4000M	Quadro M5000M
For remote rendering workflows		**NVIDIA Quadro Visual Computing Appliance (VCA)**	
SPECIFICATIONS		8 NVIDIA high-end GPUs with 12 GB memory per GPU (24,576 CUDA cores)	

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

*Please contact your software provider for the latest information on application certifications and support.

AUTODESK.

Quadro professional graphics solutions are engineered, built, and tested by NVIDIA to provide the highest standards of quality for maximum system uptime. For the latest updates on software certifications and support, please visit the Autodesk platform support website.

NVIDIA.