



ACCELERATING DECISION MAKING AND TIME-TO-MARKET

Making the move from offline rendering to NVIDIA® Quadro® and interactive global illumination boosted quality and reduced review cycles.

CHALLENGE

Nissan relies on 3D photo-realistic visualization of their vehicle designs to better assess quality and human factors. Car model sizes and complexity (75M to 125M polygon datasets imported directly from a PLM database), have made it impossible to visualize issues in high fidelity without resorting to offline rendering. This results in long review cycles with multiple meetings to make decisions.

SOLUTION

Significantly larger graphics memory is required to hold the full vehicle model and enable faster photo-realistic rendering performance when using global illumination. The large memory capacity of the Quadro M6000 24GB, combined with the extreme processing power of the NVIDIA Maxwell™ architecture, lets designers tap into the power of interactive global illumination for their production environments.

IMPACT

Quality issues and human factors can be visualized in real time and decisions can be made faster, requiring fewer review meetings and prototypes. This can mean significantly faster time to market and higher product quality.

“With enough graphics memory, we can make better decisions faster, streamlining everything we do and making our design process more cost-effective.”

Dennis Malone, Human Engineering for Nissan Technical Center at Nissan North America