DO YOUR BEST WORK IN AUTODESK MAYA WITH NVIDIA

Image courtesy of [zerone]

Bring your 3D animations to life.

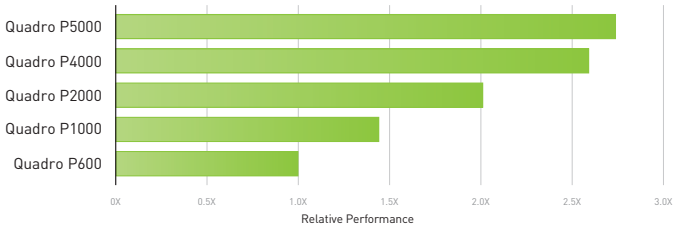
Autodesk Maya® is a professional 3D animation, modeling, simulation, and rendering software that uses the power of NVIDIA GPUs to speed up even the most challenging projects. This means you can take advantage of next-generation display technology, accelerated modeling workflows, and advanced tools for handling complex data.

Key benefits of NVIDIA GPU acceleration in Autodesk Maya:

- The Maya DX11 (DirectX 11) Shader features an enhanced Viewport 2.0 that uses NVIDIA® Quadro® graphics performance to help provide a near-realistic, highly interactive environment that closely matches final output.
- NVIDIA GPUs boost Maya caching capabilities when modeling, shading, and rendering to help accelerate workflows for producing near-photorealistic results.
- Scene-assembly tools and caching workflows take advantage of powerful NVIDIA GPUs to quickly load environments, characters, and complex assemblies while maintaining an interactive experience.

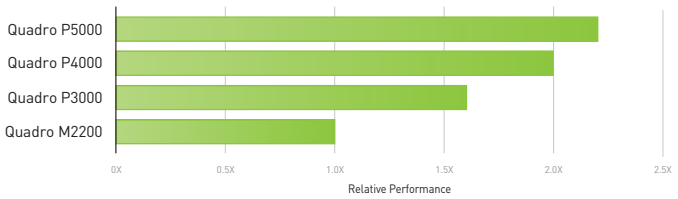
Plus, with NVIDIA Iray® for Maya, artists can experience extremely interactive and intuitive scene lighting and design throughout the entire look-development process using native Maya controls. This means you can easily create or modify physically based lights and materials with material nodes integrated directly into Maya. All the materials and lights—including the NVIDIA vMaterials Library—are built with the NVIDIA Material Definition Language (MDL), so they can be shared with other MDL-compatible tools.

NVIDIA QUADRO GPUs FOR DESKTOP WORKSTATIONS
AUTODESK MAYA

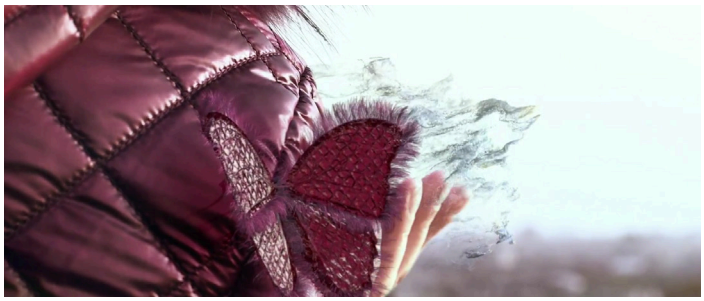


Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores, 2.6 GHz, 32GB RAM, running Win 7 64-bit SP1, and driver version 375.86. Performance testing completed using publicly available SPECviewperf® 12 benchmark information.

NVIDIA QUADRO GPUs FOR MOBILE WORKSTATIONS
AUTODESK MAYA



Tests run on a workstation with Intel Core i7-4790S 3.2GHz (4.0GHz Turbo), 8GB RAM, running Win 7.1 64-bit, driver version 368.58. Performance testing completed with publicly available SPECviewperf® 12 benchmark information.



Quickly create stunning photorealistic renderings using Maya and NVIDIA GPUs.

RECOMMENDED GRAPHICS SOLUTIONS FOR AUTODESK MAYA

USAGE	GOOD	BETTER	BEST
For Desktop Workstations	**Quadro P4000***	**Quadro P5000***	**Quadro P6000***
GPU MEMORY	8 GB GDDR5	16 GB GDDR5X	24 GB GDDR5X
For Mobile Workstations	**Quadro M2200***	**Quadro P4000***	**Quadro P5000***
GPU MEMORY	4 GB GDDR5	8 GB GDDR5	16 GB GDDR5

* Please contact your software provider for the latest information on application certifications and support.
To learn more, visit **www.nvidia.com/autodesk**

AUTODESK.

NVIDIA professional graphics solutions are certified and recommended by Autodesk. For the latest hardware and software certification status, please visit the Autodesk platform support website. Close collaboration during product development guarantees stability and reliability of the platform just the way you expect from day one.

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