



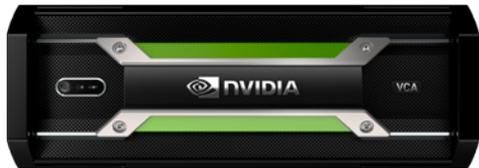
**POWERFUL. FLEXIBLE.
SCALABLE.
NVIDIA® QUADRO® VCA**

Accelerate design and VFX workflows with Quadro® VCA, the fastest way to interactive photorealistic digital 3D models and scenes.

This is a powerful network-attached appliance that harnesses the power of the highest-performing NVIDIA GPUs. It's accessible to anyone on the network, easily integrated into design workflows, and effortlessly scales to multiple VCAs to minimize the time to noiseless, interactive global illumination. The predictability and accuracy of physically-based realism is now fully interactive to speed decision making within the creative process.

WHY QUADRO VCA

- > Accelerate design and VFX workflows and deliver photograph-quality images faster than ever before.
- > Scale beyond your desktop workstation with a single VCA or multiple VCAs clustered together.
- > Enjoy the high quality interactive rendering performance of a multi-GPU workstation from a lightweight mobile computer.
- > Centralizing GPU rendering resources in the datacenter allows multiple 3D artists enjoy the benefits of interactive, multi GPU rendering.
- > Designed for datacenters, VCA offers flexibility and reliability.



SYSTEM SPECIFICATIONS

GPUs	8 High-End NVIDIA GPUs
GPU Memory	12 GB per GPU
CPU	Xeon E5 (2.8 GHz)
NVIDIA CUDA® Cores	24576
CPU Cores	20 Physical cores, 40 hyper-threaded
System Memory	256 GB
Storage	2 TB SSD
Network	2x 1 GigE, 2x 10 GigE (SFP+), 1x InfiniBand
Installed Software	Linux CentOS 6.6 or newer VCA Manager Iray 2014.3.4 or newer OptiX 3.8 or newer
Quadro VCA Accelerated Applications	Autodesk 3ds Max, Autodesk Maya, McNeel Rhinoceros

For more information on the QUADRO VCA, visit www.nvidia.com/quadrovca.

© 2014 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, and Iray are trademarks and/or registered trademarks of NVIDIA Corporation. All company and product names are trademarks or registered trademarks of the respective owners with which they are associated. Features, pricing, availability, and specifications are all subject to change without notice.

YOUR RENDERING WORKFLOW, A LOT FASTER.

Use industry-standard applications with a faster workflow.

Run industry-standard applications with GPU- accelerated renderers and Quadro VCA to turbocharge your results. Quadro VCA allows designers to make critical adjustments or design decisions quickly, while reducing reliance on costly physical prototypes or overnight renders – saving precious time in bringing your ideas to market. An ideal solution for automakers, consumer-product manufacturers, and other design- intensive disciplines, Quadro VCA supports both Iray and V-Ray GPU- accelerated renderers.



SUPERCHARGE YOUR RENDERING PERFORMANCE.

NVIDIA Iray - Speed decisions with intuitive photorealism.

Iray is a photorealistic rendering solution licensed to leading software manufacturers like Dassault Systèmes and Autodesk. Use your favorite Iray-enabled application, connect to the Quadro VCA, and enjoy the fastest photorealistic rendering experience possible. You can also combine multiple Quadro VCAs to improve interactive quality until the experience is like walking around a physical model, catching every nuance of light and reflection as you manipulate the model or scene. This is made possible with an Iray rendering mode exclusive to Quadro VCA that keeps the entire visual computing cluster contributing equally as modifications are made.

For more information on NVIDIA Iray, visit www.nvidia.com/iray

Your V-Ray- RT enabled app just got faster.

The rendering engine of choice for design, broadcast, and visual effects, V-Ray has set the standard for speed, quality, and ease of use. V-Ray RT takes full advantage of the parallel processing capabilities of Quadro VCA for quality in pre-visualization and final frame rendering. Chaos Group has embraced GPU technology since 2009 and continues to refine and innovate rendering for multiple industries. V-Ray RT GPU rendering is included with V-Ray for 3ds Max and V-Ray for Maya.

For more information on Chaos Group V-Ray, visit www.chaosgroup.com

Accelerate your OptiX application from anywhere.

OptiX applications can now get client-server rendering and interactive image streaming within hours by adopting the new Progressive API. Nearly any OptiX application which progressively improves its result will be able to connect to one or more Quadro VCAs for a massive boost in interactive performance. Additionally, lightweight computers running OptiX applications can now progressively ray trace with the power of a super computer – even across the internet.

For more information on OptiX, visit <https://developer.nvidia.com/optix>

