CREATE AT THE SPEED OF YOUR IMAGINATION
GPU RENDERING WITH OCTANE

Image courtesy of ALT Studios

OTOY's OctaneRender produces images of the highest possible quality at speeds up to 50X faster than CPU-based, unbiased renderers.

This full featured GPU-accelerated physically based render engine developed with NVIDIA CUDA technology, elevates the creative process for 3d artists and designers.

OctaneRender supports more than 21 digital content creation tools, ranging from Autodesk Maya and Maxon Cinema 4D to Blender and SketchUp. Plus, it powers Unity's live path-traced physically based rendering viewport for easy final rendering in the Editor.

By accurately simulating light and materials, OctaneRender gives artists and designers immediate feedback that enables faster exploration of any creative idea. The latest release delivers new state-of-the-art tools never seen before in a production renderer. Features include volumetric light field primitives and deep motion buffers for high frame rate VR rendering.

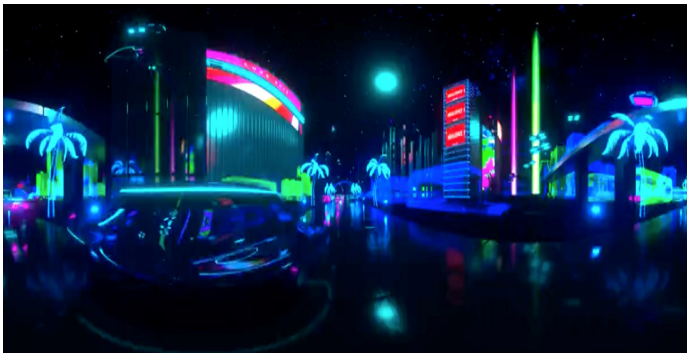


Image courtesy of R&R Partners

"Octane and NVIDIA are the backbone of rapid VR design iteration: together they allow artists to be artists, and allow small teams to create images that can go toe-to-toe with some of the largest VFX pipelines in the world."

— Andy Cochrane | AV Club Productions, Interactive Director and Content Creator

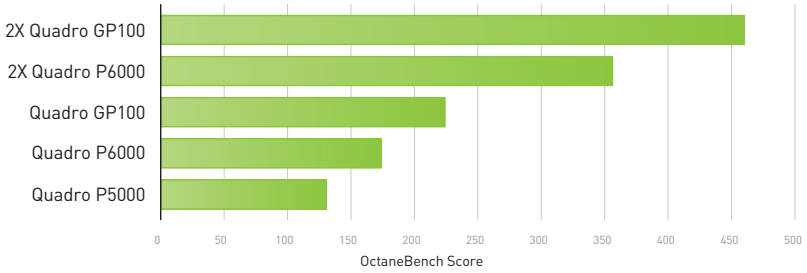
KEY OCTANERENDER FEATURES

- **Speed**
  GPU-accelerated batch rendering
- **Quality**
  Unbiased, physically based renderer
- **Future-Forward Tech**
  Path-traced rendering for high-resolution, low-latency VR and AR
- **Dynamic Viewport**
  Integrated into Timeline for real-time 3D editing
- **Custom Octane Materials**
  Available in engine
- **Progressive Lightmapping**
  10X speeds and cinematic precision
- **OctaneRender Cloud**
  Integration with OTOY's GPU cloud-rendering services
- **Compositing Toolset**
  Separate renders into multiple layers and passes for compositing
- **Octane Imager**
  In-render color correction
- **Post Processor**
  In-render 2D FX enhancements
- **Integrated Stereo Rendering Options**
  Panoramic, side-by-side, anaglyphic, over-under

The GPU Rendering Solution

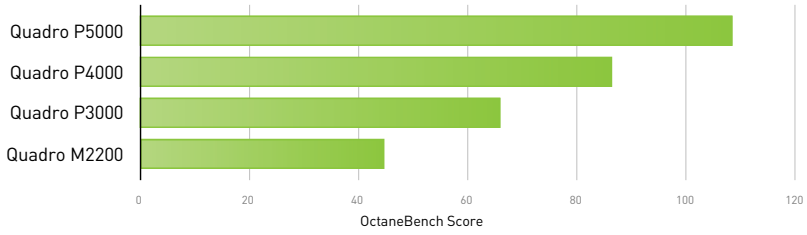
The NVIDIA Quadro® GP100 is the most powerful professional GPU rendering solution you can get, delivering the fastest rendering speeds possible. The NVIDIA Quadro P6000, with 24 GB of memory, allows for the largest images to be rendered with a single GPU. For even larger scenes, connect two Quadro GP100s with NVIDIA NVLink™* to access up to 32 GB of GPU memory.

NVIDIA QUADRO GPUs FOR DESKTOP WORKSTATIONS
OTOY OCTANE



Tests run on a workstation with Intel Xeon E5 2697 V3, 14 cores 2.6Ghz, 32GB RAM, running Windows 10 64-bit Anniversary Update and driver 385.09. Performance testing completed with OctaneBench version 3.06.2, image resolution 933x560.

NVIDIA QUADRO GPUs FOR MOBILE WORKSTATIONS
OTOY OCTANE



Tests run on a workstation with intel Core i7 4790S 3.2GHz 8GB RAM, running Windows 10 64-bit Anniversary Update and driver 384.76. Performance testing completed with OctaneBench version 3.06.2, image resolution 933x560.

GP100 SPECIFICATIONS

GPU ARCHITECTURE	**NVIDIA Pascal™**
CUDA FP 32 CORES	**3584**
MEMORY CAPACITY	**16 GB HBM2**
FP 16 PERFORMANCE	**~20 TFLOPS**
FP 32 PERFORMANCE	**~10 TFLOPS**
FP 64 PERFORMANCE	**~5 TFLOPS**
MULTI-GPU	**NVIDIA NVLink™ (2-way)**
DISPLAY CONNECTORS	**4x DP 1.4 + 1x DVI**
DISPLAY SUPPORT	**4x 4096X2160@120HZ 4x 5120x2880@60HZ**
VR READY	**YES**

Image courtesy of Aixsponza

Image courtesy of Alex Maltsev

Image courtesy of Vitaly Bulgarov

octanerender

NVIDIA professional graphics solutions are certified and recommended by OTOY. For the latest updates on software certifications and support, please visit the OTOY Octane support website. The close collaboration during product development guarantees stability and reliability of the platform just the way you expect from day one.

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

For more information on OTOY Octane, visit **www.home.otoy.com/render/octane-render**

*Application support for NVLink is required to access 32GB of memory

NVIDIA