NVIDIA RTX™ SERVER FOR BARE METAL RENDERING WITH AUTOodesk ARNOLD 5.3.0.0 ON LENOVO THINKSTATION P920 TOWER DESIGN GUIDE

VERSION: 1.0
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Chapter 1. 
SOLUTION OVERVIEW

Designed and tested through multi-vendor cooperation between NVIDIA and its system and ISV partners, NVIDIA RTX™ Server provides a trusted environment for artists and designers to create professional, photorealistic images for the Media & Entertainment; Architecture, Engineering & Construction; and Manufacturing & Design industries.

1.1 RTX SERVER OVERVIEW

Introduction:
Content production is undergoing a massive surge as render complexity and quality increases. Designers and artists across industries continually strive to produce more visually rich content faster than ever before, yet find their creativity and productivity bound by inefficient CPU-based render solutions. NVIDIA RTX Server is a validated solution that brings GPU-accelerated power and performance to deliver the most efficient end-to-end rendering solution, from interactive sessions in the desktop to final batch rendering in the data center.

Audience:
The audience for this document include, but not limited to: Sales Engineers, Field Consultants, Professional Services, Partner Engineers, IT Managers and Customers who wish to take advantage of an appliance that is built and optimized to deliver on batch rendering workflows.
Chapter 2.
SOLUTION DETAILS

NVIDIA RTX Server for Bare Metal Rendering with Autodesk Arnold on the Lenovo
ThinkStation P920 Tower is a reference design comprised of (a) NVIDIA Quadro RTX
6000 graphics cards; (b) Autodesk Arnold rendering software; and a (c) Lenovo
ThinkStation P920 Tower system. Combined, this validated solution provides
unprecedented rendering and compute performance at a fraction of the cost, space,
and power consumption of traditional CPU-based render nodes.

NVIDIA® Quadro RTX 6000, both powered by the NVIDIA Turing™ architecture and the
NVIDIA RTX platform, brings the most significant advancement in computer graphics
in over a decade to professional workflows. Designers and artists can now wield the
power of hardware-accelerated ray tracing, deep learning, and advanced shading to
dramatically boost productivity and create amazing content faster than ever before.

Autodesk Arnold software is an advanced Monte Carlo raytracing renderer. It’s
designed for artists and for the demands of modern animation and visual effects (VFX)
production. Originally co-developed with Sony Pictures Imageworks and now their
main renderer, Arnold is used at over 300 studios worldwide including ILM,
Framestore, MPC, The Mill and Digic Pictures. Arnold was the primary renderer on
dozens of films from Monster House and Cloudy with a Chance of Meatballs to Pacific
Rim and Gravity. It is available as a standalone renderer on Linux, Windows and Mac
OS X, with supported plug-ins for Maya, 3dsMax, Houdini, Cinema 4D, and Katana. It is
the built-in interactive renderer for Maya and 3dsMax.

Powered by up to dual Intel® Xeon® processors, two NVIDIA® Quadro® RTX 6000
GPUs and featuring the most I/O in the industry, the Lenovo ThinkStation P920 Tower
is a dual-processor workhorse delivering extreme performance. Easy to set up,
deploy, and manage, the ThinkStation P920 endures rigorous testing in extreme environmental conditions. With an exceptional design and build quality, it gives you increased serviceability along with decreased downtime. Perfect for professionals running intensive apps for rendering, visualization, deep learning, and artificial intelligence, across industries.

### 2.1 SOLUTION CONFIGURATION

Table 1 outlines the system configuration utilized to complete the rigorous NVIDIA NVQual verification as well as the NVIDIA RTX Server validation process.

**Table 1: Solution components**

<table>
<thead>
<tr>
<th>Component</th>
<th>Vendor &amp; Model</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>System</strong></td>
<td>Lenovo ThinkStation P920 Tower</td>
<td>• Dual Intel® Xeon® Gold 6134 processor: 3.2-3.7GHz; 8 Cores, 16 Threads&lt;br&gt; • 64GB ECC RDIMM memory&lt;br&gt; • 512GB M.2 PCIe Opal NVMe SSD</td>
</tr>
<tr>
<td><strong>Graphics</strong></td>
<td>2x Quadro RTX 6000&lt;br&gt; 1x Quadro RTX NVLink HB bridge 2-slot&lt;br&gt; Quadro Driver Release 418 U1 (418.81)</td>
<td>• GPU memory: 24GB&lt;br&gt; • CUDA cores: 4,608&lt;br&gt; • Tensor cores: 576&lt;br&gt; • RT cores: 72</td>
</tr>
<tr>
<td><strong>Application</strong></td>
<td>Autodesk Arnold 5.3.0.0</td>
<td></td>
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</tbody>
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