

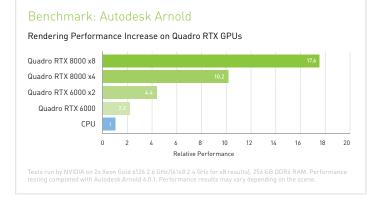
NVIDIA QUADRO RT AUTODESK ARNOLD

Image courtesy of Lee Griggs

Quadro RTX Accelerates Autodesk Arnold

Autodesk Arnold taps into the power of **NVIDIA® Quadro RTX™** to speed up production and interactive rendering. With up to 17X faster rendering performance than CPU-based solutions¹, RTX support provides incredible performance improvements for your rendering workloads, including:

- > Dedicated GPU-acceleration for ray tracing with RT Cores
- > Al-accelerated denoising with Tensor Cores
- > Real-time interactive rendering and large speedups in batch and finalframe rendering
- > Seamless switching from CPU to GPU rendering
- > Scaled performance for multi-GPU and RTX Server² deployments



Learn more about Quadro RTX solutions at **www.nvidia.com/quadro**

Learn more at www.autodesk.com/arnold

- ¹ Tests run by NVIDIA on 2x Xeon Gold 6126 2.6 GHz, 256 GB DDR4 RAM with Autodesk Arnold 6.0.1. Performance results may vary depending on the scene.
- $^2\,$ NVIDIA RTX Server is a server reference design built on RTX 6000 and RTX 8000 GPUs to accelerate rendering in the data center.
- $^{\scriptscriptstyle 3}$ Quadro vDWS software is supported with NVIDIA Quadro RTX 6000 and 8000 GPUs.
- $^4\,$ Two Quadro RTX 8000 GPUs connected with NVIDIA NVLink provide a combined 96 GB of total GPU memory. NVLink sold separately.

© 2020 NVIDIA Corporation. All rights reserved. NVIDIA, the NVIDIA logo, NVIDIA RTX, NVLink, Quadro, and Quadro RTX trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. All other trademarks and copyrights are the property of their respective owners. JAN20

Rendering Solutions for Autodesk Arnold

NVIDIA Quadro[®] provides a wide range of RTX-enabled solutions for desktop, mobile, server-based rendering, and virtual workstations with **NVIDIA Quadro Virtual Data Center Workstation** (Quadro vDWS) software³. With up to 96 gigabytes (GB) of GPU memory available⁴, Quadro provides the power you need for your largest professional graphics and rendering workloads.

"We've worked closely with NVIDIA to optimize Arnold GPU to run on the latest RTX GPUs and RTX Server, and we're excited to get this latest update into the hands of new and existing Arnold customers."

– Chris Vienneau, Senior Director, Maya and M&E Collection, Autodesk

Close collaboration between Autodesk and NVIDIA during product development guarantees the stability and reliability you expect from day one. For the latest updates on software certifications and support, please visit the Autodesk platform support website.

