Quadro RTX Accelerates Blender Cycles

Blender Cycles taps into the power of NVIDIA® Quadro RTX™ to speed up production and interactive rendering. With up to 8X faster rendering performance than CPU-based solutions¹, RTX support in Blender Cycles provides incredible performance improvements for your rendering workloads, including:

- GPU-accelerated, interactive ray-tracing performance with RT Cores
- Significantly faster render times versus traditional CPU methods
- Scaled performance with multi-GPU configurations
- Seamless switching from CPU to GPU rendering

Rendering Solutions for Blender Cycles

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) software². With up to 48 gigabytes (GB) of GPU memory available³, Quadro provides the power you need for your largest professional graphics and rendering workloads.

“In Blender Cycles, we’re always looking to reduce render time so artists can iterate faster. With NVIDIA RTX™, core ray-tracing operations are now hardware accelerated by the GPU, making this the fastest version of Cycles yet.”

– Brecht Van Lommel, Lead Architect, Blender

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

Learn more at www.cycles-renderer.org

¹ Performance results may vary depending on the scene.
² Quadro vDWS software is supported with NVIDIA Quadro RTX 4000 and 8000 GPUs.
³ NVIDIA Quadro RTX 8000 provides 48 GB of total GPU memory.

© 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.