



BRING YOUR VISION TO LIFE. FASTER.
NVIDIA® GPUs
FOR ADOBE® CREATIVE SUITE® 6

ENJOY FAST, FLUID PERFORMANCE IN YOUR MOST DEMANDING CREATIONS.

Whether you work at a small agency or the largest media conglomerate, you want tools that let you bring your vision to life as fast as possible, without having to trade off quality for speed and interactivity. Now, with the landmark release of Adobe CS6 Production Premium accelerated by NVIDIA® Quadro® and Tesla® professional GPUs, you get unprecedented power and interactivity at your disposal. Motion graphics that would take

hours to create can now be done in minutes. Effects that used to render a few frames per second now run at full speed. Color grading that simply wasn't possible at a mainstream price point is now within the easy reach. With Adobe CS6 and Quadro and Tesla GPUs you get a superior post-production environment for even the most sophisticated, high-resolution digital video workflows.



ADOBE® AFTER EFFECTS® CS6

EXPLORE A NEW DIMENSION IN 3D PERFORMANCE.

Take advantage of the new NVIDIA GPU-accelerated 3D ray-traced renderer in Adobe After Effects CS6 to simplify and accelerate the motion graphics workflow like never before. You can now incorporate extruded and beveled

text and shapes directly within After Effects, integrate your rendering with its native layers, and eliminate the traditional time-consuming back and forth with external 3D tools.

SIMPLIFYING THE MOTION GRAPHICS WORKFLOW

Traditional 3D Motion Graphics Workflow



■ 3D Application

■ After Effects CS6

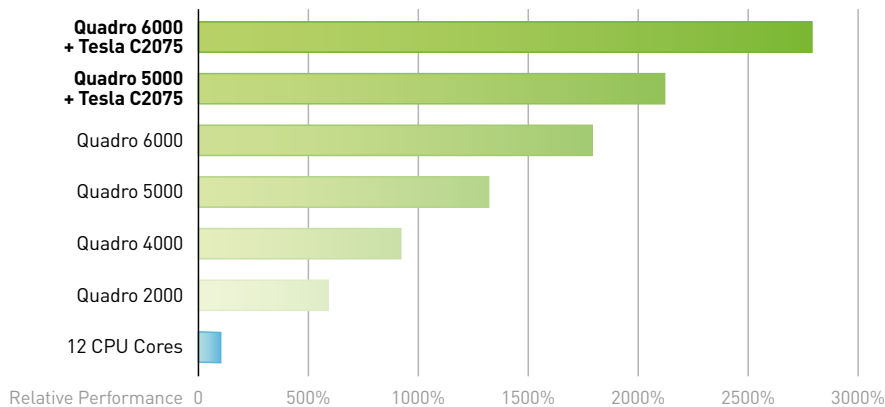
New 3D Motion Graphics Workflow with After Effects CS6 and NVIDIA GPUs



■ After Effects CS6 with NVIDIA GPUs

RAY TRACED 3D RENDERING PERFORMANCE¹

Adobe After Effects CS6



Adobe's new "ray-traced 3D" renderer leverages the NVIDIA® OptiX™ ray tracing engine to enable realistic materials, accurate reflections, soft shadows, depth of field, and motion blur. The new ray tracing is truly interactive, performing up to 27x faster when using NVIDIA GPUs, as compared to high-end multi-core CPUs¹ alone.



ADOBE® PREMIERE® PRO CS6

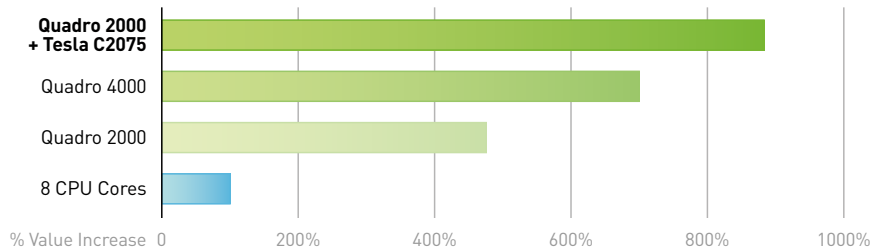
GET UP TO 8X FASTER PERFORMANCE.

At the heart of Adobe Premiere Pro CS6 is the CUDA-accelerated Adobe Mercury Playback Engine. This technology leverages NVIDIA® Quadro® and Tesla® GPUs with the NVIDIA CUDA® parallel-computing architecture to deliver up to 8x² faster performance for key features like Three-Way Color Corrector, Warp Stabilizer, and

Uninterrupted Playback. Plus, it enables fluid playback of today's most challenging video and D-Cinema formats—including DSLR, RED 4, 5K native footage—and now supports Quadro SDI Output cards for SDI graphics-to-video monitoring.

NVIDIA GPU-ACCELERATION ON ADOBE PREMIERE PRO CS6²

Adobe Mercury Playback Engine (MPE)



ADOBE® SPEEDGRADE™ CS6

ACCELERATE YOUR DESIGN WITH REAL-TIME COLOR GRADING.

Adobe SpeedGrade is accelerated by NVIDIA® Quadro® GPUs for real-time professional color-grading performance. Only NVIDIA Quadro 4000, 4000 for Mac, 5000, and 6000 graphics cards are recommended by Adobe.

Quadro GPUs deliver real-time performance by accelerating the Adobe SpeedGrade Lumetri Deep Color Engine, giving you maximum precision for color grading RAW and High

Dynamic Range content. You can now color-correct multiple layers and design your looks with unmatched quality and speed.

Only Quadro GPUs, paired with Quadro SDI Output cards, enable graphics-to-video output in SpeedGrade, enabling efficient SDI monitoring of the complete workflow in the same GPU-accelerated system.



ADOBE® PHOTOSHOP® CS6

ENJOY FAST, FLEXIBLE, FLUID PERFORMANCE.

Photoshop features the new Mercury Graphics Engine, adding more GPU-accelerated features like liquify, adaptive wide angle and intuitive new blur tools. This expands on a wide variety of GPU-accelerated features to enable faster

previews, real-time imaging, and smooth response times for unprecedented speed and fluid editing, compositing, and image manipulation.

ADOBE SUPPORTED GPUs FOR DESKTOP WORKSTATIONS

	Quadro 6000	Quadro 5000	Quadro 4000 (PC and Mac)	Quadro 2000	Tesla C2075	Quadro SDI Output
						
Premiere Pro	X	X	X	X	X	X
After Effects	X	X	X	X	X	
SpeedGrade	X	X	X			X
GPU Features						
CUDA™ Parallel Processor Cores	448	352	256	192	448	
Memory Size	6GB GDDR5	2.5GB GDDR5	2GB GDDR5	1GB GDDR5	6GB GDDR5	
Memory Interface	384-bit	320-bit	256-bit	128-bit	384-bit	
Memory Bandwidth	144 GB/s	120 GB/s	89.6 GB/s	41.6 GB/s	144 GB/s	
Max Power Consumption	204W	152W	142W	62W	225W	
Number of slots	2	2	1	1	2	
Display Connectors	DVI-I, DP, DP 3pin Stereo	DVI-I, DP, DP 3pin Stereo	DVI-I, DP, DP 3pin Stereo ³	DVI-I, DP, DP	DVI-I	

ADOBE SUPPORTED GPUs FOR MOBILE WORKSTATIONS

	Quadro 5010M	Quadro 4000M	Quadro 3000M	Quadro 2000M
Premiere Pro	X	X	X	X
After Effects	X	X	X	X
SpeedGrade				
GPU Features				
CUDA™ Parallel Processor Cores	384	336	240	192
Memory Size	4GB GDDR5	2GB GDDR5	2GB GDDR5	2GB GDDR3
Memory Interface	256-bit	256-bit	256-bit	128-bit
Memory Bandwidth	83.2 GB/s	80.0 GB/s	80.0 GB/s	28.8 GB/s
Max Power Consumption, TGP (Graphics Sub-System)	100W	100W	75W	55W



For the fastest Adobe CS6 workflow, NVIDIA Maximus technology combines Quadro and Tesla GPUs to deliver both high-performance graphics and parallel processing. This is a truly unique technology that helps transform video editing, effects, animation, rendering, and media-creation workflows by allowing multi-GPU processing in a single workstation on one or more applications.

To learn more, visit www.nvidia.com/cs6

¹Based on test configuration of dual Intel Xeon 5690 3.47GHz CPUs (12 cores)

²Compared with dual Intel Xeon W5580 3.20GHz CPUs (8 cores)

³Optional

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