GET THE MOST OUT OF AUTODESK 3DS MAX WITH NVIDIA

Image courtesy of Delta Tracing Srl.

See your designs as quickly as you envision them.

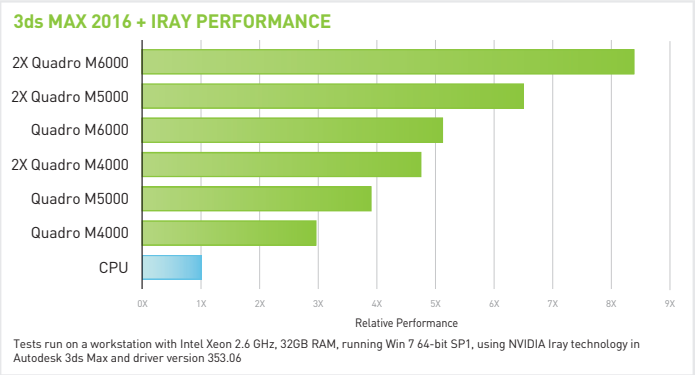
The **NVIDIA® Iray®** renderer used in Autodesk 3ds Max® gives 3D artists an intuitive way to create images that rival photographs—in a fraction of the time of traditional workflows. Now, you can use materials and lights that correspond and react like those in the physical world to quickly bring your visions to life, rather than juggling a variety of computer graphics controls to merely approximate it.

Immediately experience edits as you adjust and perfect your camera, lighting, materials, and geometry with the ActiveShade interactive rendering window in 3ds Max. The Iray renderer takes full advantage of your graphics cards and delivers scalable performance, so the more GPUs you have, the faster your renders will be.

Fueled by NVIDIA's most powerful GPU architecture ever, this solution lets you render up to 14x faster using NVIDIA Multi-GPU Technology while still working in all your other apps. This helps reduce, or even in some cases eliminate, creation of expensive and time-consuming physical prototypes and photo shoots.

Quickly create stunning photorealistic renderings using 3ds Max and NVIDIA GPUs.

Image courtesy of Jeff Patton



Tests run on a workstation with Intel Xeon 2.6 GHz, 32GB RAM, running Win 7 64-bit SP1, using NVIDIA Iray technology in Autodesk 3ds Max and driver version 353.06

Empower More Users with NVIDIA GRID™

NVIDIA GRID technology leverages the power of the GPU to deliver 3D applications over the network for a native PC experience, bringing Autodesk Product Design Suite to more users, in more places NVIDIA GRID K1 or K2 boards can be added to existing Citrix, VMware, or Microsoft VDI environments.

With NVIDIA GRID, Autodesk Product Design Suite users can enjoy the same highly responsive experience they get at their desk—from any device, anywhere, anytime. To find out more, **www.nvidia.com/grid**

RECOMMENDED GRAPHICS SOLUTIONS FOR AUTODESK 3DS MAX

USAGE	Occasional NVIDIA Iray rendering	Very large assembly, NVIDIA Iray rendering	Multiple GPUs for frequent NVIDIA Iray rendering or simultaneous rendering and CAD design
For Desktop Workstations	**Quadro M5000**	**Quadro M6000**	**Multi-GPU M6000 x 2**
GPU MEMORY	8 GB GDDR5	12 GB GDDR5	24 GB GDDR5
REPLACES	Quadro K5200 or Quadro K5000	Quadro K6000 or Quadro 6000	Quadro K6000 or Quadro 6000
For Mobile Workstations	**Quadro K5100M**		
GPU MEMORY	8 GB GDDR5		
REPLACES	Quadro K5000M or Quadro 5010M		
For Remote Rendering Workflows		**NVIDIA Visual Computing Appliance (VCA)**	
SPECIFICATIONS		8 NVIDIA top end GPUs with 12 GB memory per GPU (24,576 CUDA cores)	

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

AUTODESK.

NVIDIA professional graphics solutions are certified and recommended by Autodesk. Close collaboration during product development guarantees stability and reliability of the platform just the way you expect from day one.

NVIDIA.