



RAISE THE BAR FOR 3DS MAX NVIDIA® GPUs AND IRAY



JOIN THE RENDERING REVOLUTION AND MAXIMIZE YOUR SPEED TO PHOTOREALISM WITH IRAY AND NVIDIA FERMICLASS GPUs.

To take full advantage of Autodesk 3ds Max 2011¹ and realize photo real images, you need an NVIDIA Quadro professional graphics solution. Quadro lets you dial up the complexity of your designs, visualize them with photorealistic detail, and deliver higher quality results in less time.

The iray workflow is further enhanced with massive acceleration from NVIDIA Graphics Processing Units (GPUs) based on the NVIDIA® CUDA™ architecture. While iray produces identical images on either CPUs or GPUs, 3ds

Max users will enjoy up to 6x faster results over a quad-core CPU² when using an NVIDIA® Quadro® 6000 or Designers looking for the fastest iray results can further boost their speed by adding additional NVIDIA GPUs to their system.

The massive processing power and large frame buffers of the new Fermi-based Quadro dramatically decrease time to photorealistic results.



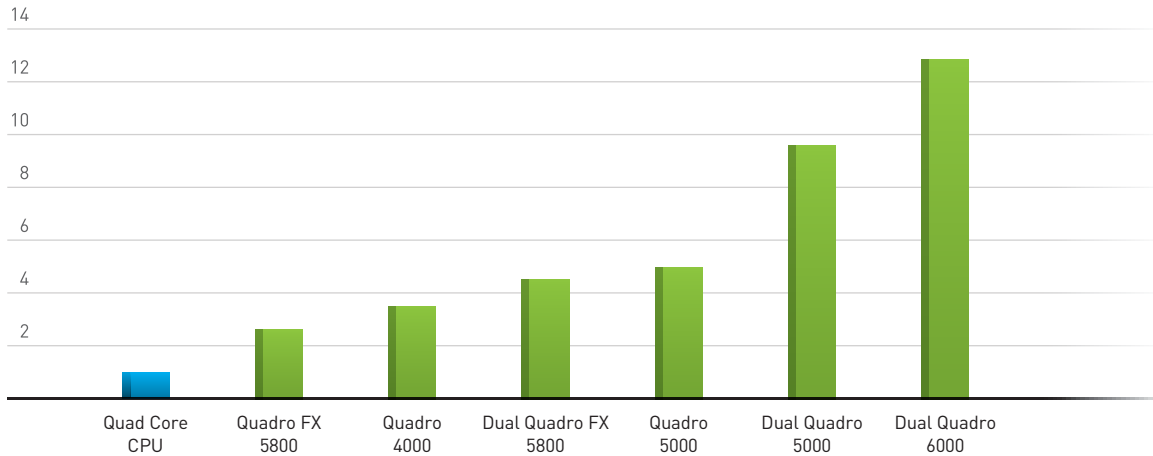
WHICH CONFIGURATION IS BEST FOR YOU?

MAX ARTIST	IRAY SPECIALIST	IRAY EXPERT
The artist wanting accelerated, interactive graphics performance and increased texture memory	The visualization specialist wanting to increase the performance of iray	The visualization expert needing the fastest possible iray results
Quadro 5000 or Quadro 4000	Quadro 6000 (x2)	Quadro 6000 Multi-GPU Compute Pack (Quadro 6000 (x4))
Delivers up to 5x iray speed over a quad core CPU	Delivers up to 10x iray speed over a quad core CPU	Delivers a blazing +20x iray speed over a quad core CPU

All configurations deliver up to 33% greater viewport performance over consumer graphics cards.

CHECK OUT THE PERFORMANCE INCREASE YOU GET WHEN USING NVIDIA GPUs OVER A QUAD CORE CPU!

3DS MAX IRAY RENDERING BENCHMARK



CERTIFIED & RECOMMENDED NVIDIA GPUs

	QUADRO 6000	QUADRO 5000	QUADRO 4000
CUDA Parallel Processing cores	448	352	256
Frame Buffer Memory	6 GB GDDR5	2.5 GB GDDR5	2 GB GDDR5
Memory Interface	384-bit	320-bit	256-bit
Memory Bandwidth	144 GB/s	120 GB/s	89.6 GB/s
Max Power Consumption	204 W	152 W	142 W
Graphics Bus	PCI Express 2.0 x16	PCI Express 2.0 x16	PCI Express 2.0 x16
Display Connectors ⁴	DVI-I (1), DP (2), Stereo (1)	DVI-I (1), DP (2), Stereo (1)	DVI-I (1), DP (2), Stereo (1 optional)
Thermal Solution	Active	Active	Active
Warranty	3	3	3
PNY Part Numbers	VCQ6000-PB	VCQ5000-PB	VCQ4000-PB



Autodesk

Autodesk and NVIDIA collaborate closely on product development to deliver a reliable user experience, so everything will perform just the way you expect from day one. Quadro graphics solutions are engineered, built, and tested by NVIDIA to provide you with the performance and reliability you need, whenever you need it. And with a three year warranty plus direct support from NVIDIA, Quadro solutions ensure the highest standards of quality, delivering industry leading performance, capabilities and reliability.

QUADRO^{fermi} | Exponentially Better for Autodesk 3ds Max 2011

To learn more, visit www.pny.com/3dsmax

¹ 3ds Max 2011 subscription content required

² 3ds Max 2011 64-bit on Win 7 64-bit with 8GB of system memory using a Quadro 5000 vs. an Intel® Q9300 Quad core Processor

