Autodesk® Maya® 2009

Graphics Hardware Qualification for Stereo Support

Microsoft® Windows® Platform

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Contents

Readme First

The information contained in the Readme First document applies to all hardware qualifications executed on the Autodesk Maya 2009 software product release, and should be acknowledged by all users prior to consulting the qualification charts.

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Graphics Cards & Drivers

The following table lists graphics cards that have been tested with Maya as well as quad buffer support for Shutter glasses. Graphics cards were selected for qualification due to their inclusion of a 3 Pin connector to support the use of Shutter glasses.

Table Legend

- ✓ Qualified.
- Qualified with caveats. Refer to Caveats & Limitations.
- Qualification planned. Results coming shortly.
- Supported (although not officially qualified in our lab).
- ✗ Qualification failed due to serious problems.
- O Un-tested. No qualification planned – not applicable / not available.

Note: Click on the links in the table in order to download the drivers

Stereoscopy Qualifications for Autodesk Maya 2009 for Windows														
Graphics Card	Architecture	Driver	Single DFP	Dual DFP (stereo clone)	Dual DFP (dual view)	Horizontal Interlace	Shutter Glasses	DLP	Single DFP	Dual DFP (stereo clone)	Dual DFP (dual view)	Horizontal Interlace	Shutter Glasses	DLP
			Windows XP SP2						Windows Vista Business Sp1					
NVIDIA														
Quadro FX 3700	32-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	64-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Quadro FX 5600	32-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	64-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Quadro FX 5500	32-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	64-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Quadro FX 4500	32-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	64-bit	178.46	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Note: Supported ATI graphics cards are yet to be determined

Notes on setup and tested displays

The following hardware was used during the testing of stereo on Windows Xp 32/64 and Windows Vista 32/64.

Display	Manufacturer and Model	Resolution Used	Notes
DFP/Horizontal Interlace	Zalman ZM-M220W	1680x1050_60HZ	None
DFP/Horizontal Interlace	Hyundai W240s	1920x1280_60HZ	None
DLP	Samsung HL-T5089SX	1920x1080_60HZ	When the driver first sets up this display, a default resolution of 1680x1050 will be set. 1920x1080 must be used for Checkerboard viewing mode to appear correct
CRT	Dell Ultrascan P1110	1152x860x120Hz	This resolution was chosen as it was the highest that could be shown in 120Hz refresh on the monitor. Different monitors may be able to display a higher resolution with a 120hz refresh
Shutter Glasses For DLP	DDD 3D starter Pack	Tied to Samsung DLP resolution	3D mode must be enabled on the DLP in order for the shutter glasses to work properly
Shutter Glasses for CRT	StereoGraphics Crystal Eyes 3	Tied to CRT resolution	Must set driver to use proper configuration

Caveats & Limitations

The following table provides a description of caveats / limitations for stereoscopy.

NVIDIA Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Workaround
All Cards	178.46	Windows XP/Vista 32/64	Stereo mode may seem inverted	Changing the size of the main Maya window will force the viewport to change it's interlacing and switch from a negative 3d effect to a positive 3d effect
All Cards	178.46	Windows Vista 32/64	Some supported resolutions are not created by default	1152x860_120 Hz was not a default resolution and had to be created in the Manage Custom Resolutions heading of the Nvidia Control Panel

Notes on Driver Settings

The following driver Settings were used during the testing of stereo on Windows Xp 32/64 and Windows Vista 32/64.

In the nVidia Driver settings for Windows Xp, there is a separate Global Preset for Maya called Maya Stereo. Use this setting as a starting point when using Stereo Clone mode or shutter glasses and change the appropriate settings for your display mode as indicated in the chart below. For Single/Dual DFP, Horizontal Interlace, or DLP mode use the Maya Global Preset instead.

In Windows Vista, there is no Global Preset for Maya. The driver will detect that Maya is installed and automatically create the settings under the Program Settings tab of the Manage 3D Settings heading. It is in here that you make the modifications to the settings to enable or disable the options listed below.

Display mode	Overlay	Stereo - Enable	Stereo – Display Mode
Single/Dual DFP, Horizontal Interlace, and DLP	On	Off	Use on-board DIN connector
Dual DFP in Stereo Clone	Off	On	Use Stereo Clone Mode
Shutter Glasses	Off	On	Use on-board Din connecter

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