

AUTODESK® MUDBOX™ 2009

GRAPHICS HARDWARE QUALIFICATION

APPLE® MACINTOSH® PLATFORM

Last updated: May 19, 2009

Readme First

The information contained in the [Readme First](#) document applies to all hardware qualification executed on the Autodesk Mudbox 2009 software product release and should be acknowledged by all users prior consulting the qualification charts.

What's New

Results for NVIDIA GeForce® 9600M GT & 9400M GT graphics cards.

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Tested Macintosh Version

- Workstations and graphics cards have been tested on MAC OS X 10.5.6 with Leopard.
- To verify which version of the Mac OS X is installed, select "About this Mac" in the Apple menu. The general OS version number will be just below the logo; e.g., Version 10.5.6
- To find the build number, click the version text. It will change to the build number; e.g., Build 9E17. (Occasionally Apple will release slightly different versions with the same version number but which may behave differently. It may only be possible to identify the OS version by the build number.)

Workstations and Laptops

- Autodesk Mudbox 2009 is qualified on any of the systems identified below using the version of Mac OS X specified above. Do not assume that newer versions of Mac OS X will be suitable for use with Mudbox.
- You may need to refer to the [Apple Support site](#) to identify your system.
- Apple systems can be run in Dual Monitor configuration by using a single graphics card which supports dual output (e.g. Nvidia Quadro FX 5600 or ATI Radeon x2600.
- Any Mac with built in Intel GMA 950 or GMA x3100 Graphics is not tested and will not be supported.

Important Notes

1. Certain combinations of lights, shadows, reflectivity & viewport filters may not work properly on ATI hardware. If the model in your viewport shows up white, you've hit one of these limitations. To restore the model, reduce the number of lights/shadows, or turn off reflectivity or viewport filters until the object no longer renders white.
2. ATI can only display one bump, reflectivity or shadow effect on a single material at one time. These limitations exist because Mudbox is limited by the number of shader instructions that ATI can support when using Cg. Enabling these features increases the number of shader instructions used and causes the shader to fail.
3. ATI is limited to one shadow and do not have any shading
4. Graphics cards with at least 512 MB memory and that support 32bit texture channels will show better performance during texture painting workflows.
5. Cards with low amounts of memory (256 MB) may exhibit a lag upon rotating the viewport when tonemapper and Depth of Field are enabled

Hardware

The following table lists the tested hardware for the Mudbox 2009 software product release.

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.
- Un-tested. No qualification planned – not applicable / not available..

Hardware Qualifications for Autodesk Mudbox 2009 for Intel-based Macintosh		
Hardware Model	Hardware Specification	Qualification
MacPro		
	Dual Core Intel XEON @ 2.66Ghz	✓
	Dual Quad-Core Intel Xeon @ 2.8Ghz (8 cores)	✓
Imac		
	Intel Core 2 Extreme @ 2.8Ghz	✓
MacBook Pro		
	Intel Core 2 Duo @ 2.66Ghz	✓
	Intel Core 2 Duo @ 2.33Ghz	✓
	Intel Core 2 Duo @ 2.5Ghz	✓

Notes on Graphics Drivers

- All qualifications are performed using only the official Apple default drivers that are included with a particular version of an OS (e.g. 10.5) or OS update (e.g. 10.5.4). Drivers acquired by any other means; e.g., directly from a graphics vendor, are considered unsupported and therefore not qualified. We cannot guarantee the stability of Mudbox using unsupported drivers. We have received numerous reports of problems with drivers other than those released by Apple as part of the OS.
- To verify which version of a video driver is installed on your Mac OS X system, In a Finder window, navigate to /System/Library/Extensions/(vendor extension file). With this file selected, choose File -> Info to view the version information. For example, to determine the version of the video driver installed for the NVIDIA GeForce FX 6800 Ultra, select the /System/Library/Extensions/NVDANV40Hals.kext file and then choose File -> Info.

Graphics Cards & Drivers

The following table lists the graphics cards and driver versions for the Mudbox 2009 software product release.

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.
- Un-tested. No qualification planned – not applicable / not available.

Graphics Card & Driver Qualifications for Autodesk Mudbox 2009 for Macintosh		
Graphics Card	Qualification	
	Status	Note
NVIDIA		
Quadro® FX 4500	✗	See Caveats & Limitations (1), (2) & (3)
GeForce® 9600M GT	✓	
GeForce 9400M GT	✓	
GeForce 8600M GT	✓	
GeForce 8800 GT	✓	
ATI		
Radeon™ X2600 HD	👉	See Caveats & Limitations (5) & (6)
Radeon X1900	👉	See Caveats & Limitations (4), (5) & (6)
Radeon X1600	👉	See Caveats & Limitations (4), (5) & (6)

Legacy Graphics Card

Cards not listed in the chart above are no longer tested. However, these cards may still be acceptable for use with Mudbox but please note that we may not be able to provide support for any issues you encounter.

Caveats & Limitations

The following table provides a description of NVIDIA graphics cards caveats and limitations.

NVIDIA Graphics Cards Caveats and Limitations		
Graphics Card	Limitation / Caveat	Status / Workaround

NVIDIA Graphics Cards Caveats and Limitations		
Graphics Card	Limitation / Caveat	Status / Workaround
Quadro FX 4500	(1) Bug 327195 The Mudbox Material displays artifacts when Smooth Shade is OFF (faceted display)	
Quadro FX 4500	(2) Bug 327190 Users may experience problems such as poor performance and texture layers displaying black when using the paint tools and creating textures.	
Quadro FX 4500	(3) Bug 327200 Tonemapper does not display correctly	

The following table provides a description of ATI graphics cards caveats and limitations.

ATI Graphics Cards Caveats and Limitations		
Graphics Card	Limitation / Caveat	Status / Workaround
ATI Radeon x1900, x1600	(4) Bug 327184 Lit sphere material does not display on this card	
All	(5) The bump mapping quality is poor	
All	(6) No shading on ATI cards	

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