

AUTODESK® MUDBOX™ 2009

GRAPHICS HARDWARE QUALIFICATION

Microsoft® Windows® Platform

Last updated: January 29, 2008.

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

Make sure you look at our latest additions to this document, which are: Many caveats have been fixed in Mudbox 2009 Service Pack 1. Caveats list has been updated accordingly. All ATI cards that were not qualified in Mudbox 2009 were removed from this document as they will only be qualified for Service Pack 1. Please refer to its qualification charts to view the results of our tests.

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Important Notes

1. Qualification is being performed on single screen at resolution of 1920x1200 (60Hz).
2. The ambient occlusion feature in Mudbox 2009 requires 32 bit per channel precision. This is supported by Nvidia 8 series Quadro[®] FX cards whose model numbers end in *600. (ie: 5600, 4600) and up.
3. 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.
4. Graphics cards with at least 512 MB memory and that support 32bit texture channels will show better performance during texture painting workflows.
5. Apple[®] Macintosh[®] computers based on Intel processors and running Microsoft operating systems are not currently supported by Autodesk Support.
6. If you are experiencing issues not listed in this document, please search our Knowledge Base or contact customer support (<http://www.autodesk.com/mudbox-support>).

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
- 👉 Supported (although not yet qualified in our lab). Qualification may or may not be planned.
- 🕒 Qualification planned. Results coming shortly
- ✗ Qualification failed due to serious problems
- Un-tested. No qualification planned – not applicable / not available

Note: Click on the links in the table to download the drivers for your operating system

Should a card be missing from the list below, please refer to [Mudbox 2009 Service Pack 1 qualification charts](#).

Graphics Card & Driver Qualifications for Autodesk Mudbox 2009 for Windows					
		Windows XP SP2		Windows Vista Business SP1	
Graphics Card	Driver	32-bit OS	64-bit OS	32-bit OS	64-bit OS
NVIDIA					
Quadro FX 4700x2	175.51	👉	✓	✓	✓
Quadro FX 3700	169.96	✓	✓	✓	✓
Quadro FX 1700	169.96	👉	👉	👉	👉
Quadro FX 5600	169.96	✓	✓	✓	✓
Quadro FX 4600	169.96	✓	✓	✓	✓
Quadro FX 5500	169.96	👉	👉	👉	👉
Quadro FX 4500x2	175.51	👉	👉	👉	👉
Quadro FX 4500	169.96	👉	👉	👉	👉
Quadro FX 3500	169.96	👉	👉	👉	👉
Quadro FX 1500	169.96	👉	👉	👉	👉
GeForce® GPUs	—	○ See Note 1 in Readme First			
ATI					
FireGL v7700	v.8.523.1.1	✗	○	○	○
FireGL v3600	v.8.523.1.1	👉	○	○	○
Radeon™ GPUs	—	○ See Note 2 in Readme First			

Caveats & Limitations

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

NVIDIA Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status/ Workaround
QuadroFX 1700 QuadroFX 5500 QuadroFX 4500 QuadroFX 3500 Quadro FX 1500 QuadroFX 4500x2	169.96, 175.51	All	NVIDIA graphics cards with low graphics memory (256MB) may exhibit problems such as: <ul style="list-style-type: none"> slow interaction with multiple shadows (bug # 311214), limitations in performance and slow interaction when working with multiple paint layers (bugs # 311289 and # 311200), painting and tumbling interaction may be slower when viewport filters are ON (bug # 311287), and slower viewport interaction when viewport filters are ON (bug # 311280). 	None. This is a limitation of the graphics card.
QuadroFX 5500 QuadroFX 4500 QuadroFX 1500 QuadroFX 3500 QuadroFX 4500x2	169.96, 175.51	All	Bug #311194 Smooth Shade OFF may display black artifacts.	—
QuadroFX 1500 QuadroFX 3500 QuadroFX 5500 QuadroFX 4500 QuadroFX 4500x2	169.96, 175.51	All	Bug #311204 Card has no support for ambient occlusion in Mudbox.	This has now been fixed in service pack 1

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

ATI Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status/ Workaround
FireGL V3600 FirePro 3D v3700,	All	All	ATI graphics cards with low graphics memory (256MB)	None. This is a limitation of

ATI Graphics Cards Caveats and Limitations				
Graphics Card	Driver	OS	Limitation / Caveat	Status/ Workaround
v3750			may exhibit problems such as: <ul style="list-style-type: none"> limitations in performance and slow interaction when working with multiple paint layers (bugs #311289 and #311200), painting and tumbling interaction may be slower when viewport filters are ON (bug # 311287), and slower viewport interaction when viewport filters are ON (bug # 311280). 	the graphics card.
FireGL v7700 FireGL v3600	All	All	Bug #311204 Card has no support for ambient occlusion in Mudbox.	This has now been fixed in service pack 1
—	All	All	Non power of two textures render incorrectly when applied as a reflection map.	This has now been fixed in service pack 1
All	All	All	The bump mapping quality is poor.	

Operating System Dependent & Miscellaneous Issues

The following limitations/caveats are still being investigated. Autodesk has not identified the precise combination of factors involved. Please refer to the “Release Notes” for further details on known issues with Mudbox.

Limitation / Caveat		
Bug Number	OS	Description
#311378	Windows Vista 32-bit & 64-bit	Mudbox viewport may exhibit minor refresh issues on systems with Vista OS.

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