

# AUTODESK<sup>®</sup> M&E 2010 PRODUCT RELEASES

## HARDWARE QUALIFICATION

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### README FIRST

Last updated: October 1st, 2009.

#### About this Document

The information contained in this document applies to all hardware qualification executed on the Autodesk 2010 software product releases and should be acknowledged by all users prior consulting any qualification charts.

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**Autodesk<sup>®</sup>**

## General Notes & Disclaimers

The following information contains general information and disclaimers for the Autodesk 2010 software product releases.

1. To determine whether your system is qualified to run your product, you must have a qualified processor, operating system, graphics card, and graphics driver. Such information can be found in the products' hardware qualification documents. You must also make sure your computer system meets the minimum system requirements for the product. Links to both of these documents are provided later below
2. The configurations shown in the hardware qualification documents are subject to change, and additional qualified configurations may be added after qualification testing has been carried out.
3. It may be possible to successfully use your product with a non-qualified or partially qualified configuration, but support and maintenance programs will be subject to the Autodesk Support services guidelines.
4. The graphics drivers specified in the hardware qualification documents are the drivers that were used for the qualification process. While it may be possible to use your product successfully on earlier or later drivers, Autodesk cannot guarantee their performance or behavior.
5. Due to the many operating system and architecture differences between the supported platforms, the results of some operations will differ on different platforms.
6. Standard pen pressure sensitivity with Wacom<sup>®</sup> tablets is supported. However, Wacom mice which are used with tablets have significant limitations and cannot be fully integrated with standard navigation in your product. Autodesk is working with Wacom to achieve full support for Wacom products.
7. NVIDIA<sup>®</sup>, AMD<sup>™</sup> and Autodesk<sup>®</sup> recommend the use of professional workstation cards such as the Quadro<sup>®</sup> and FireGL/FirePro<sup>™</sup> families which provide optimal user experience for high-end 3D packages. Various refresh, display and stability problems as well as inadequate performance may be encountered with cards based on the GeForce<sup>®</sup> /Radeon GPU chipset, and therefore Autodesk cannot guarantee their behavior. Please refer to the NVIDIA Quadro vs. GeForce GPUs White Paper [\[PDF\]](#).
8. Based on feedback from our customers, Autodesk is currently testing a variety of cards from the NVIDIA GeForce and ATI Radeon GPU families. Results of our tests will be published at the moment they are available. Please refer to the product graphics qualification charts for Microsoft<sup>®</sup> Windows<sup>®</sup>.
9. For a productive user experience with your product, it is recommended to use a card which has a minimum of 512MB of video memory.
10. Qualification was performed with a multiple display configuration at a resolution of 1920X1200(60Hz). Autodesk recommends using "Dualview" mode ("Twin View" on Linux) for multiple display configurations with NVIDIA cards, and "Extended" mode for ATI cards

11. All qualifications done on *Microsoft Vista Business* operating system have been done with the '*desktop composition*' feature enabled (often referred as the AERO feature)
12. Workstations qualifications have been performed with the following configuration:
  - a. A minimum of 4 GB of RAM (workstations) 2 GB of RAM (laptops)
  - b. SATA drives (except for HP Z series)
  - c. Virtual memory (swap file size) : maximum size set to 4 GB
  - d. Microsoft Windows *Classic* Theme
  - e. Visual Effects Settings adjusted for 'best performance' (found in the performance options of system properties)

## Notes for Autodesk® Maya® Users

- Link to [Maya system requirements](#)
- Link to [Maya Qualified hardware charts](#)
- Link to [Maya Composite hardware charts](#)
- Video Cards without Hardware Overlay Planes: Using video cards without Hardware Overlay planes (or Hardware Overlay planes turned off) can result in poor performance for certain operations within Maya including (but not restricted to) use of tools based on Artisan or Paint Textures technology. There will also be visual differences compared with Hardware overlays that may result in difficulty seeing or manipulating aspects of the scene or Maya interface. Examples of Graphics cards without Hardware overlays include (but are not restricted to): ATI Radeon Family, NVIDIA GeForce Family.
- In relation to Note 5 in the General Notes & Disclaimers section: This is most noticeable with operations which iterate to reach their results -- leading to cumulatively large difference -- e.g., dynamics, some rendering. You may not be able to "mix and match" renderings on different platforms.
- We recommend using a standard mouse with Maya, and limiting pen usage to Maya's Paint Effects and Sculpting tools.
- When texture images are stored on systems remote from the rendering process; depending on network speed, specifications and load it is possible that the renderer may be unable to access a texture file on demand and may 'drop' individual textures on a frame by frame basis. To reduce this occurrence, store textures on a system local to the rendering process.

## Notes for Autodesk® Mudbox™ Users

- Link to [Mudbox system requirements](#)
- Link to [Mudbox Qualified hardware charts](#)
- For a productive user experience with Mudbox, it is recommended to use a card which has a minimum of 512MB of video memory and support for 32 bit texture channels.

## Notes for Autodesk® MotionBuilder® Users

- Link to [MotionBuilder system requirements](#)
- Link to [MotionBuilder Qualified hardware charts](#)

## Notes for Autodesk® 3ds Max® / Autodesk® 3ds Max® Design Users

- Link to [3ds Max / 3ds Max Design system requirements](#)
- Link to [3ds Max / 3ds Max Design Qualified hardware charts](#)

## Notes for Autodesk® Softimage® Users

- Link to [Softimage system requirements](#)
- Link to [Softimage Qualified hardware charts](#)

## Notes for Autodesk® Showcase® Users

- Link to [Showcase system requirements](#)
- Link to [Showcase qualified hardware chart](#)
- Showcase is only qualified to run on English language Windows Operating systems.
- Autodesk Showcase requires 32 bit color quality (In the Windows display settings) and Autodesk Showcase will not run in Virtual Machines (like VMware or Parallels). Some monitors (like projectors or notebook docks) will cause the color depth to change to a lower quality. Attempting to run Showcase in a reduced color display or on a Virtual Machine will cause Showcase to return an error indicating that Showcase is unable to initialize the display.
- Showcase does not support non-English characters in file names or the file path. Showcase is only supported on English language Windows Operating Systems.

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