



AUTODESK[®] MAYA[®] 2010

GRAPHICS HARDWARE QUALIFICATION

MICROSOFT[®] WINDOWS[®]

Last updated: November 4th, 2009.

Readme First

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

What's New

Testing on Windows 7 on the latest graphic card are complete.

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Professional Graphics Cards

The following table provides the professional graphics card and driver version hardware qualifications for the Autodesk Maya 2010 for Microsoft Windows software product release.

Table Legend

✓	Qualified.
👉	Qualified with caveats. Refer to the Professional Graphics Cards Caveats & Limitations.
🕒	Qualification planned or in progress. Results coming shortly.
👉	Supported although not officially qualified in our lab.
☑	Testing is completed.
👉	Hardware component falls below minimum system requirements to run the Autodesk product.
✗	Qualification failed due to serious problems.
○	No qualification planned or not applicable.
—	Not yet tested.

Professional Graphics Card & Driver Qualifications for Autodesk Maya 2010 for Microsoft Windows							
Graphics Card	Driver	Windows® XP Professional		Windows Vista® Business SP1		Windows® 7	
		Product	Version	SP3 32-bit OS	X64 Edition SP2 64-bit OS	32-bit OS	64-bit OS
NVIDIA®							
Quadro® FX 5800	190.38	✓	✓	✓	✓	—	☑
Quadro FX 4800	190.38	✓	✓	✓	✓	—	☑
Quadro FX 3800	190.38	✓	✓	✓	✓	—	☑
Quadro FX 1800	190.38	✓	✓	✓	✓	—	☑
Quadro FX 4700 X2	190.38	✓	✓	✓	✓	—	—
Quadro FX 3700	190.38	✓	✓	✓	✓	—	—
Quadro FX 1700	190.38	✓	✓	✓	✓	—	—
Quadro FX 5600	190.38	✓	✓	✓	✓	—	—
Quadro FX 4600	190.38	✓	✓	✓	✓	—	—
Quadro FX 5500	190.38	🕒	🕒	🕒	🕒	—	—
Quadro FX 4500 X2	190.38	🕒	🕒	🕒	🕒	—	—

Professional Graphics Card & Driver Qualifications for Autodesk Maya 2010 for Microsoft Windows							
Graphics Card	Driver	Windows® XP Professional		Windows Vista® Business SP1		Windows® 7	
		Product	Version	SP3 32-bit OS	X64 Edition SP2 64-bit OS	32-bit OS	64-bit OS
Quadro FX 4500	190.38	⌚	⌚	⌚	⌚	—	—
Quadro FX 3500	190.38	⌚	⌚	⌚	⌚	—	—
Quadro FX 1500	190.38	⌚	⌚	⌚	⌚	—	—
Quadro FX 580	190.38	👉	👉	👉	👉	—	—
Quadro FX 380	190.38	👉	👉	👉	👉	—	—
Quadro FX 570	190.38	👉	👉	👉	👉	—	—
Quadro FX 370	190.38	👉	👉	👉	👉	—	—
ATI™							
FirePro™ V8750	8.634	✓	✓	✓	✓	—	☑
FirePro V8700	8.634	✓	✓	✓	✓	—	☑
FirePro V7750	8.634	✓	✓	✓	✓	—	☑
FirePro V7700	8.634	✓	✓	✓	✓	—	☑
FirePro V5700	8.634	✓	✓	✓	✓	—	☑
FirePro V3750	8.634	✓	✓	✓	✓	—	☑
FirePro V3700	8.634	✗	✓	✓	✓	—	☑
FireGL™ V7700	8.634	✓	⌚	⌚	⌚	—	—
FireGL V8650	8.634	✓	✓	⌚	⌚	—	—
FireGL V8600	8.634	✓	✓	⌚	⌚	—	—
FireGL V7600	8.634	✓	✓	⌚	⌚	—	—
FireGL V5600	8.634	✓	✓	⌚	⌚	—	—
FireGL V3600	8.634	✓	✓	⌚	⌚	—	—

Professional Graphics Cards Caveats & Limitations

There are currently no NVIDIA graphics card caveats / limitations to report for the current release of this Autodesk product.

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

Professional ATI Graphics Cards Caveats & Limitations					
Autodesk Maya 2010 for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
FirePro V3700	8.634	Microsoft Windows XP32 SP3	#bug 336111 Using HLSL shaders in Maya will cause the machine to blue screen/reboot	Issue reported to vendors.	Use Maya in single monitor configuration if you use scene with HLSL shaders.
FireGL™ V7700	8.634	Microsoft Windows Vista Business 64-bit	#bug 305728 Using the 3D Paint tool may cause textures to turn black. As a result, the paint strokes you are creating may not be visible as you apply them.	To be confirmed in Maya 2010	—

Consumer Graphics Cards

The following table provides a list of tested NVIDIA GeForce® and ATI Radeon™ consumer graphics cards and driver versions for the Autodesk Maya 2010 for Microsoft Windows software product release. The table also provides the results of the tested hardware components.

Important: Although Autodesk tested the NVIDIA GeForce and ATI Radeon consumer graphics cards, it is Autodesk, NVIDIA, and AMD policy to only recommend and support the professional NVIDIA Quadro, ATI FirePro, and ATI FireGL graphics family cards. See the NVIDIA Quadro vs. GeForce GPUs White Paper [[PDF](#)].

If you have any questions, please contact:

NVIDIA: NVIDIAAutodeskhelp@nvidia.com

AMD/ATI: <http://emailcustomercare.amd.com>

Table Legend

☑	Testing is completed.
👁	Testing is completed. Some issues found. Refer to the Consumer Graphics Cards Caveats & Limitations.
△	Testing is ongoing OR planned.
⊘	No testing is planned.
☒	Hardware component falls below minimum system requirements to run the Autodesk product.
—	Not yet tested.

Consumer Graphics Card & Drivers Tested for Autodesk Maya 2010 for Microsoft Windows							
Graphics Card	Driver	Windows® XP Professional		Windows Vista® Business SP1		Windows® 7	
		SP3 32-bit OS	X64 Edition SP2 64-bit OS	32-bit OS	64-bit OS	32-bit OS	64-bit OS
NVIDIA							
GeForce GTX 295	190.38	☑	⊘	⊘	△	△	△
GeForce GTX 285	190.38	☑	⊘	⊘	△	△	△
GeForce GTS 250	190.38	☑	⊘	⊘	△	△	△
GeForce 9800 GT	190.38	⊘	☑	☑	⊘	△	△
GeForce 8800 GTS	190.38	⊘	☑	⊘	△	△	△
GeForce 8800 GT	190.38	⊘	☑	⊘	△	△	△
GeForce 9600 GT	190.38	☑	⊘	⊘	△	△	△
GeForce 8600 GT	190.38	☑	⊘	⊘	△	△	△

Consumer Graphics Card & Drivers Tested for Autodesk Maya 2010 for Microsoft Windows							
Graphics Card	Driver	Windows® XP Professional		Windows Vista® Business SP1		Windows® 7	
		SP3 32-bit OS	X64 Edition SP2 64-bit OS	32-bit OS	64-bit OS	32-bit OS	64-bit OS
ATI™							
Radeon HD 4870 X2	8.633	☑	⊙	⊙	△	△	△
Radeon HD 4870	8.633	⊙	☑	⊙	△	△	△
Radeon HD 3870	8.633	⊙	⊙	⊙	⊙	⊙	⊙
Radeon HD 3850	9.8	☑	⊙	⊙	△	△	△
Radeon HD 4650	9.8	⊙	☑	⊙	△	△	△
Radeon HD 3650	9.8	☑	⊙	⊙	△	△	△
Radeon HD 3470	9.8	⊙	☑	⊙	△	△	△
Radeon HD 2600 XT	9.8	⊙	⊙	☑	△	△	△
Radeon HD 2600 Pro	9.8	☑	⊙	⊙	△	△	△
Radeon HD 2400 Pro	9.8	⊙	☑	⊙	△	△	△

Consumer Graphics Cards Caveats & Limitations

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

Consumer NVIDIA Graphics Cards Caveats & Limitations					
Autodesk Maya 2010 for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
All	190.38	Microsoft Windows XP 32 SP3	GeForce cards do not support hardware overlays and can leave trails behind when using tools like Artisan.	Issue reported to vendors.	Adding the following line to your Maya.env file may help with some display artifacts when using GeForce cards. MAYA_GEFORCE_SKIP_OVERLAY=1

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

Consumer ATI Graphics Cards Caveats & Limitations					
Autodesk Maya 2010 for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
All	9.8	Microsoft Windows XP 64 SP2 And Microsoft Windows XP32 SP3	Radeon cards do not support hardware overlays and can leave trails behind when using tools like Artisan.	Issue reported to vendors.	There is no workaround

Operating System Dependent & Miscellaneous Issues

The following table provides a description of caveats / limitations that 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 the Maya software product.

Operating System Dependent & Miscellaneous Issues		
Autodesk Maya 2010 for Microsoft Windows		
Operating System	Caveat / Limitation	Workaround
Microsoft Windows Vista	When working in the Paint Effects Panel, you may notice that the display does not refresh properly. This may include multiple copies of brushes being seen, or paint effects strokes not updating/disappearing after a new stroke is drawn.	There is no workaround.
Microsoft Windows Vista	The NURBS texture placement window may draw incorrectly and/or result in other redraw artifacts.	There is no workaround.

Notes on Operating Systems

The following describes important notes related to the operating systems for the Maya 2010 for Microsoft Windows software product.

1. Maya 2009 has not been qualified on Microsoft Windows XP Service Pack 3.
2. Windows XP Professional Service Pack 2 (SP2). After installation of Service Pack 2, Maya or its component programs may not launch successfully. If this occurs, you may either unblock the program via the Windows Firewall Security Alert dialogue, or add it as an Exception in the Exceptions Tab in the Windows Firewall dialogue box. For more information, please see the Microsoft Update at: <http://support.microsoft.com/default.aspx?kbid=842242&product=windowsxpsp2>.
3. Autodesk is aware of a problem whereby the system can pause or temporary hang when some of the Maya toolbar menus are being triggered. Should you encounter this problem, please send a message to me.3d.qualification@autodesk.com.
4. We do not recommend saving data directly from Maya to NFS or Novell Netware or other remote mounted file systems. We have received several reports of data corruption when saving in this method although we have been unable to reproduce this. We strongly recommend that you save the files locally and then copy the data to the mounted storage system.
5. If the Maya tear-off pull-down menus don't display properly on Windows XP with UI schemes, set UI preference to Windows Classic Style. Start > Settings > Control Panel > Display > Windows Classic.
6. It is strongly suggested to select the global presets: "Autodesk Maya" in the global settings under Manage 3D settings in the NVIDIA Control Panel.
7. When installing the ATI FireGL drivers, an Audio driver for HDMI audio output is installed by default, this may cause your current sound configuration to no longer function properly. To avoid this problem, you can either avoid installing the HDMI driver or disable the sound driver in the Device Manager.

Stereoscopy Qualified Hardware

For information on the graphics hardware qualification for stereo support, please consult the [Autodesk Maya 2010 for Microsoft Windows - Graphics Hardware Qualification for Stereo Support](#) document.

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