



AUTODESK[®] MAYA[®] 2010

GRAPHICS HARDWARE QUALIFICATION FOR STEREO SUPPORT

MACINTOSH[®] PLATFORM

Last updated: August 18, 2009.

Readme First

The information contained in the [Readme First](#) document applies to all hardware qualifications executed on the Autodesk Media and Entertainment 2010 software product releases and should be acknowledged by all users prior to consulting the qualification charts.

CONTENTS

README FIRST

WHAT'S NEW

GRAPHICS CARDS

SETUP AND TESTED DISPLAYS

GRAPHICS CARDS CAVEATS
& LIMITATIONS

SEND FEEDBACK ON THIS
DOCUMENT

Autodesk[®]

Graphics Cards

As we did not enable quad buffer support in Maya on OS X, all the graphics cards that are qualified for Maya 2010 will only support Single/Dual DFP's, Horizontal Interlace monitors, and DLP's as displays. Also note that only Mac Pro's were tested under 10.5.8.

The following table provides the graphics card hardware qualifications for stereo support for the Autodesk Maya 2010 for Apple® Macintosh® software product release.

Note: As there are no specific graphics card driver settings in OS X, the driver version is not covered in this document.

Important: Although Autodesk tested the NVIDIA GeForce and ATI Radeon graphics cards, it is Autodesk, NVIDIA, and AMD policy to only recommend and support the 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

✓	Qualified.
👉	Qualified with caveats. Refer to the Graphics Cards Caveats & Limitations.
🕒	Qualification planned or in progress. Results coming shortly.
👉	Supported although not officially qualified in our lab.
👉	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.

Graphics Card Qualifications for Stereo Support Autodesk Maya 2010 for Apple Macintosh					
Graphics Card	OS X	Single DFP	Dual DFP	Horizontal Interlace	DLP
Product	Version				
NVIDIA®					
Quadro FX 4500	v.10.6	—	—	—	—
	v.10.5.8	✓	✓	✓	✓
GeForce 8800 GT	v.10.6	—	—	—	—

Graphics Card Qualifications for Stereo Support Autodesk Maya 2010 for Apple Macintosh					
Graphics Card	OS X	Single DFP	Dual DFP	Horizontal Interlace	DLP
Product	Version				
	v.10.5.8	✓	✓	✓	✓
GeForce 7300 GT	v.10.6	—	—	—	—
	v.10.5.8	✓	✓	✓	✓
ATI™					
Radeon HD 4870	v.10.6	—	—	—	—
	v.10.5.8	✓	✓	✓	✓
Radeon HD 3870	v.10.6	—	—	—	—
	v.10.5.8	✓	✓	✓	✓
Radeon X1900	v.10.6	—	—	—	—
	v.10.5.8	✓	✓	✓	✓
Radeon HD 2600	v.10.6	—	—	—	—
	v.10.5.8	✓	✓	✓	✓

Setup and Tested Displays

The following hardware was used during the testing of stereo on Apple Mac OS X.

Hardware Used for Testing Stereo on Microsoft Windows				
Hardware		Setup		Comments
Brand	Model	Display	Resolution	Notes
TBD				
Zalman	ZM-M220W	DFP/Horizontal Interlace	1680x1050_60HZ	None
Hyundai	W240s	DFP/Horizontal Interlace	1920x1280_60HZ	None
Samsung	HL-T5089SX	DLP	1920x1080_60HZ	When the driver first sets up this display, a default resolution of 1680x1050 may be set. 1920x1080 must be used for Checkerboard viewing mode to appear correct.
DDD	3D starter Pack	Shutter Glasses For DLP	Tied to Samsung DLP resolution	3D mode must be enabled on the DLP in order for the shutter glasses to work properly.

Graphics Cards Caveats & Limitations

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

NVIDIA Graphics Cards Caveats & Limitations				
Autodesk Maya 2010 for Apple Macintosh				
Graphics Card	OS X	Caveat / Limitation	Status	Workaround
All cards	10.5.8	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	10.5.8	Horizontal Interlace Stereo display mode inverted.	—	Horizontal interlace mode is inverted on Macintosh. Use the following command to get the correct display: <pre>stereoCameraView -e -swapEyes "StereoPanelEditor";</pre>

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

ATI Graphics Cards Caveats & Limitations				
Autodesk Maya 2010 for Apple Macintosh				
Graphics Card	OS X	Caveat / Limitation	Status	Workaround
All cards	v.10.5.8	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

ATI Graphics Cards Caveats & Limitations				
Autodesk Maya 2010 for Apple Macintosh				
Graphics Card	OS X	Caveat / Limitation	Status	Workaround
				negative 3d effect to a positive 3d effect
All cards	10.5.8	Horizontal Interlace Stereo display mode inverted.	—	Horizontal interlace mode is inverted on Macintosh. Use the following command to get the correct display: <pre>stereoCameraView -e -swapEyes "StereoPanelEditor";</pre>

Send Feedback on this Document

Did you find what you were looking for? Was this document useful to you?

We would like to hear your thoughts on the content and presentation of this document. If you are interested in providing such feedback, please go to the following link:

[Survey Link](#)

Please note that we monitor this feedback on a monthly basis. Should you need a faster turnaround time on your question/feedback, please email us at me.3d.qualification@autodesk.com

© 2009 Autodesk, Inc. All Rights Reserved.

Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, Algor, Alias, Alias (swirl design/logo), AliasStudio, Alias|Wavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Intent, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backburner, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAiCE, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, Design Web Format, Discreet, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, Face Robot, FBX, Fempro, Fire, Flame, Flint, FMDesktop, Freewheel, GDX Driver, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOUT, Incinerator, Inferno, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LandXplorer, Lustre, MatchMover, Maya, Mechanical Desktop, Moldflow, Moonbox, MotionBuilder, Movimento, MPA, MPA (design/logo), Moldflow Plastics Advisers, MPI, Moldflow Plastics Insight, MPX, MPX (design/logo), Moldflow Plastics Xpert, Mudbox, Multi-Master Editing, Navisworks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, Pipeplus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, RealDWG, Real-time Roto, Recognize, Render Queue, Retimer, Reveal, Revit, Showcase, ShowMotion, SketchBook, Smoke, Softimage, Softimage|XSI (design/logo), Sparks, SteeringWheels, Stitcher, Stone, StudioTools, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual LISP, Volo, Vtour, Wire, Wiretap, WiretapCentral, XSI, and XSI (design/logo).

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.