



# AUTODESK<sup>®</sup> MAYA<sup>®</sup> 2010

## GRAPHICS HARDWARE QUALIFICATION FOR STEREO SUPPORT

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### WINDOWS<sup>®</sup> 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
- DRIVER SETTINGS
- SEND FEEDBACK ON THIS DOCUMENT

## Graphics Cards

The following table lists the graphics cards and drivers that have been tested for their use with the Maya software and for the quad buffer support for Shutter glasses.

Note: The graphics cards were selected for qualification for their inclusion of a 3 Pin connector to support the use of Shutter glasses.

### 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. Not applicable.
—	Not yet tested.

Graphics Card Qualifications for Stereo Support Autodesk Maya 2010 for Microsoft Windows								
Graphics Card	Driver	Operating System	Single DFP	Dual DFP (stereo clone)	Dual DFP (dual view)	Horizontal Interlace	Shutter Glasses	DLP
Product	Version	Version	-	-	-	-	-	-
<b>NVIDIA®</b>								
Quadro® FX 4800	190.38	XP SP3, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Windows 7, 32-bit	—	—	—	—	—	—
	190.38	Windows 7, 64-bit	—	—	—	—	—	—

Graphics Card Qualifications for Stereo Support Autodesk Maya 2010 for Microsoft Windows								
Graphics Card	Driver	Operating System	Single DFP	Dual DFP (stereo clone)	Dual DFP (dual view)	Horizontal Interlace	Shutter Glasses	DLP
Product	Version	Version	-	-	-	-	-	-
Quadro FX 4700 X2	190.38	XP SP3, 32-bit	☒	☒	☒	☒	☒	☒
	190.38	XP SP2, 64-bit	☒	☒	☒	☒	☒	☒
	190.38	Vista SP1, 32-bit	☒	☒	☒	☒	☒	☒
	190.38	Vista SP1, 64-bit	☒	☒	☒	☒	☒	☒
	190.38	Windows 7, 32-bit	—	—	—	—	—	—
	190.38	Windows 7, 64-bit	—	—	—	—	—	—
Quadro FX 3700	190.38	XP SP3, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Windows 7, 32-bit	—	—	—	—	—	—
	190.38	Windows 7, 64-bit	—	—	—	—	—	—
Quadro FX 5600	190.38	XP SP3, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Windows 7, 32-bit	—	—	—	—	—	—
	190.38	Windows 7, 64-bit	—	—	—	—	—	—
Quadro FX 5500	190.38	XP SP3, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Windows 7, 32-bit	—	—	—	—	—	—
	190.38	Windows 7, 64-bit	—	—	—	—	—	—
Quadro FX 4500	190.38	XP SP3, 32-bit	✓	✓	✓	✓	✓	✓

Graphics Card Qualifications for Stereo Support Autodesk Maya 2010 for Microsoft Windows								
Graphics Card	Driver	Operating System	Single DFP	Dual DFP (stereo clone)	Dual DFP (dual view)	Horizontal Interlace	Shutter Glasses	DLP
Product	Version	Version	-	-	-	-	-	-
	190.38	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 32-bit	✓	✓	✓	✓	✓	✓
	190.38	Vista SP1, 64-bit	✓	✓	✓	✓	✓	✓
	190.38	Windows 7, 32-bit	—	—	—	—	—	—
	190.38	Windows 7, 64-bit	—	—	—	—	—	—

## Setup and Tested Displays

The following hardware was used during the testing of stereo on Microsoft Windows operating systems.

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.

Hardware Used for Testing Stereo on Microsoft Windows				
Hardware		Setup		Comments
Brand	Model	Display	Resolution	Notes
Real D	Crystal Eyes 3	Shutter Glasses	Tied to CRT resolution	Some cards require the monitor to be connected to display connector 1 on the graphics card before the emitter can sync to the monitor refresh rate.

## 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 Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
All	190.38	XP SP3, 32-bit, XP SP2, 64-bit, Vista SP1, 3bit and 64-bit	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	190.38	XP SP3, 32-bit, XP SP2, 64-bit, Vista SP1, 3bit and 64-bit	Horizontal Interlace Stereo display mode inverted.	—	Horizontal interlace mode is inverted on windows. Use the following command to get the correct display: <pre>stereoCameraView -e -swapEyes "StereoPanelEditor";</pre>
All	190.38	XP SP3, 32-bit, XP SP2, 64-bit, Vista SP1, 3bit and 64-bit	Some supported resolutions are not created by default.	—	1152x860_120 Hz was not a default resolution and had to be created in the Manage Custom Resolutions heading of the Nvidia Control

NVIDIA Graphics Cards Caveats & Limitations					
Autodesk Maya 2010 for Microsoft Windows					
					Panel.
Quadro® FX 4800	190.38	XP SP3, 32-bit, XP SP2, 64-bit, Vista SP1, 32-bit and 64-bit	Graphics card only has one DVI connector.	—	In order to use a CRT and Shutter glasses, the CRT monitor must be connected to the DVI connector. Display Port to VGA dongles have not been tested.
Quadro FX 5500	190.38	XP SP3, 32-bit, XP SP2, 64-bit, Vista SP1, 32-bit and 64-bit	Cannot use shutter glasses with display connector 2.	—	The monitor must be connected to display connector 1 on the graphics card before the emitter can sync to the monitor refresh rate.
Quadro FX 4500	190.38	XP SP3, 32-bit, XP SP2, 64-bit, Vista SP1, 32-bit and 64-bit		—	The monitor must be connected to display connector 1 on the graphics card before the emitter can sync to the monitor refresh rate.

## Driver Settings

The following driver Settings were used during the testing of stereo on Windows XP SP3, 32-bit, Windows XP SP2, 64-bit, Windows Vista SP1, 32-bit and 64-bit operating systems.

- In the nVidia Driver settings for Windows XP, there is a separate Global Preset for Maya called Maya Stereo. Use this setting as a starting point when using Stereo Clone mode or shutter glasses and change the appropriate settings for your display mode as indicated in the chart below. For Single/Dual DFP, Horizontal Interlace, or DLP mode, use the Maya Global Preset instead.
- In Windows Vista, there is no Global Preset for Maya. The driver will detect that Maya is installed and automatically create the settings under the Program Settings tab of the Manage 3D Settings heading. It is in here that you make the modifications to the settings to enable or disable the options listed in the following table.

Driver Settings for Testing Stereo on Microsoft Windows			
Autodesk Maya 2010 for Microsoft Windows			
Display Mode	Overlay	Stereo – Enable	Stereo – Display Mode
Single/Dual DFP, Horizontal Interlace, and DLP	On	Off	Use on-board DIN connector
Dual DFP in Stereo Clone	Off	On	Use Stereo Clone Mode
Shutter Glasses	Off	On	Use on-board Din connector

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