



# MAYA<sup>®</sup> COMPOSITE (TOXIK)

## GRAPHICS HARDWARE QUALIFICATION

### MICROSOFT<sup>®</sup> WINDOWS<sup>®</sup>

Last updated: November 4th, 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.

#### **What's New**

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

CONTENTS

README FIRST

WHAT'S NEW

IMPORTANT NOTES

PROFESSIONAL GRAPHICS CARDS

PROFESSIONAL GRAPHICS CARDS  
CAVEATS & LIMITATIONS

CONSUMER GRAPHICS CARDS

CONSUMER GRAPHICS CARDS  
CAVEATS & LIMITATIONS

OPERATING SYSTEM DEPENDENT &  
MISCELLANEOUS ISSUES

SEND FEEDBACK ON THIS  
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## Important Notes

1. Qualification was performed on dual screen at a resolution of 1920X1200(60Hz). On NVIDIA cards, select: "Autodesk Maya" from the Global Settings presets in the NVIDIA Control Panel (under Manage 3D settings) and "Dualview" mode (under set up multiple display). On ATI cards the 3D settings are automatically detected and set for the user and therefore no change are required. You should however make sure to select "Extended" for your Dual screen setup.
2. Apple® Macintosh® computers based on Intel processors and running Microsoft operating systems are not currently supported by Autodesk Support.
3. If you are experiencing issues not listed in this document, please search our Knowledge Base or contact customer support (<http://www.autodesk.com/maya-support>).

## Professional Graphics Cards

The following table provides the professional graphics card and driver version hardware qualifications results for the Maya Composite feature.

### 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 this product
✗	Qualification failed due to serious problems
○	No qualification planned OR not applicable
—	Not yet tested

Professional Graphics Card & Driver Qualifications for Maya Composite 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®							

Professional Graphics Card & Driver Qualifications for Maya Composite 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 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					—	—
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					—	—

Professional Graphics Card & Driver Qualifications for Maya Composite 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
FireGL V7600	8.634	×	×	⌚	⌚	—	—
FireGL V5600	8.634	×	×	⌚	⌚	—	—
FireGL V3600	8.634	×	×	⌚	⌚	—	—

## Professional Graphics Cards Caveats & Limitations

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

Professional NVIDIA Graphics Cards Caveats & Limitations					
Maya Composite for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
Quadro FX x800 series Quadro FX x700 series Quadro FX x600 series	190.38	Microsoft Windows XP	occasionally get screen corruption upon moving light in interactive mode.	Issue reported to vendors	There is no workaround.

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

Professional ATI Graphics Cards Caveats & Limitations					
Maya Composite for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
All	8.634	Microsoft Windows Vista	Bug #335531 Maya® Composite failed to start up	Issue reported to vendors	There is no workaround.
FirePro V8700 FirePro V7750 FirePro V7700 FirePro V5700	8.634	Microsoft Windows XP 64-bit SP2	Bug #332434 Maya® Composite crash when manipulating a light or layer in Reaction	Issue reported to vendors	There is no workaround

Professional ATI Graphics Cards Caveats & Limitations					
Maya Composite for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
FirePro V3750 FirePro V3700			with interactivity mode		
FireGL V3600 FireGL V5600 FireGL V7600 FireGL V8600 FireGL V8650 FireGL V7700	8.634	Microsoft Windows XP	Maya Composite crash when moving curves in animation view	—	—

## Consumer Graphics Cards

The following table provides a list of tested NVIDIA GeForce® and ATI Radeon™ consumer graphics cards and driver versions for the Maya Composite feature in Maya 2010.

**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.

If you have any questions, please contact:

NVIDIA: [NVIDIAAutodeskhelp@nvidia.com](mailto: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 this product.
—	Not yet tested.

Consumer Graphics Card & Drivers Tested for Maya Composite 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	32-bit OS	64-bit OS
<b>NVIDIA</b>							
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	☑	⊘	⊘	△	△	△
<b>ATI™</b>							
Radeon HD 4870 X2	8.633	☑	⊘	⊘	△	△	△
Radeon HD 4870	8.633	⊘	☑	⊘	△	△	△
Radeon HD 3870	8.633	⊘	⊘	⊘	⊘	⊘	⊘
Radeon HD 3850	8.633	☑	⊘	⊘	△	△	△
Radeon HD 4650	8.633	⊘	☑	⊘	△	△	△
Radeon HD 3650	8.633	☑	⊘	⊘	△	△	△
Radeon HD 3470	8.633	⊘	☑	⊘	△	△	△
Radeon HD 2600 XT	8.633	⊘	⊘	☑	△	△	△
Radeon HD 2600 Pro	8.633	☑	⊘	⊘	△	△	△
Radeon HD 2400 Pro	8.633	⊘	☑	⊘	△	△	△

## 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					
Maya Composite for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
All	190.38	Microsoft Windows XP	occasionally get screen corruption upon moving light in interactive mode.	Issue reported to vendors	There is no workaround.

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

Consumer ATI Graphics Cards Caveats & Limitations					
Maya Composite for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
Radeon HD 2600 XT	9.8	Microsoft Windows Vista SP1 32-bit	Bug #335531 Maya® Composite failed to start up	Issue reported to vendors	There is no workaround

## Operating System Dependent & Miscellaneous Issues

There are currently no Operating system caveats / limitations to report for the current release of this Autodesk product.

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[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](mailto:me.3d.qualification@autodesk.com)

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