



# AUTODESK MAYA 2011

## GRAPHICS HARDWARE QUALIFICATION FOR STEREO SUPPORT

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### WINDOWS<sup>®</sup> PLATFORM

Last updated: April 23th 2010.

### Readme First

The information contained in the [Readme First](#) document applies to all hardware qualifications executed on the Autodesk<sup>®</sup> Maya and Entertainment 2011 software product releases and should be acknowledged by all users prior to consulting the qualification charts.

### Note

Active stereo mode has been disabled on Vista and Windows 7 due to the renderview always turning on quadbuffering when opened. If you wish to use active stereo in Vista or Windows 7, please add the following line to you Maya.env file:

```
MAYA_ALLOW_STEREO_ON_VISTA=1
```





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## 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 2011 for Microsoft Windows®									
Graphics Card	Driver	Operating System	Single DFP	Dual DFP (stereo clone)	Dual DFP (dual view)	Horizontal Interlace	Shutter Glasses	Nvidia 3D Vision	DLP
Product	Version	Version	-	-	-	-	-	-	-
<b>NVIDIA®</b>									
Quadro® FX 5800	197.03	XP® SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Vista® SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Windows 7, 64-bit	✓	✓	✓	✓	✎	✓1	✓
Quadro FX 4800	197.03	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Vista SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Windows 7, 64-bit	✓	✓	✓	✓	✎	✓1	✓
Quadro FX 3800	197.03	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Vista SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Windows 7, 64-bit	✓	✓	✓	✓	✎	✓1	✓
Quadro FX 3700	197.03	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Vista SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Windows 7, 64-bit	✓	✓	✓	✓	✎	✓1	✓
Quadro FX 5600	197.03	XP SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Vista SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Windows 7, 64-bit	✓	✓	✓	✓	✎	✓1	✓
Quadro FX 4600	197.03	XP SP3, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Vista SP2, 64-bit	✓	✓	✓	✓	✓	✓	✓
	197.03	Windows 7, 64-bit	✓	✓	✓	✓	✎	✓1	✓

## 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
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.
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.
Nvidia	3D Vision®	Shutter Glasses for DLP, LCD and CRT	Tied to DLP, LCD or CRT resolution	The driver for the 3D Vision glasses is tied to the graphics driver version.

## 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 2011 for Microsoft Windows					
Graphics Card	Driver	OS	Caveat / Limitation	Status	Workaround
All	197.03	XP SP2, 64-bit, Vista SP2, 64-bit, Win 7, 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 Panel.
Quadro FX 4800, 3800	197.03	XP SP2, 64-bit, Vista SP2, 64-bit, Win 7, 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 has not been tested.
All 1	197.03	Win 7, 64 bit	CRT refresh limited to 85 hz		It seems that in Windows 7 that CRT monitor refresh rates are limited to 85 hz and we could not get the 120hz required to test shutter glasses

## 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 and Windows 7, 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 and in the Global Preset that you make the modifications to the settings to enable or disable the options listed in the following table. If the settings do not match then the desired 3d Effect will not be seen.

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
3D Vision	Off	On	Use desired mode (on-board or DLP) and make sure you use the selection that is labeled (Use with Nvidia IR emitter)

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