Autodesk® M&E 2011 & Subscription Advantage Pack Product Releases

Hardware Certification

Readme First

Last updated: October 1st 2010.

Contents

About this Document

General Notes & Disclaimers

- Notes for Autodesk® Maya® Users
- Notes for Autodesk® 3ds Max® / Autodesk® 3ds Max® Design Users
- Notes for Autodesk® Softimage® Users
- Notes for Autodesk® Mudbox™ Users
- Notes for Autodesk® MotionBuilder® Users
- Notes for Autodesk® Showcase® Users
- Notes for Autodesk® Smoke® Users

Autodesk

About this Document

The information contained in this document applies to all hardware Certification executed on the Autodesk 2011 software product releases and should be acknowledged by all users prior consulting any certification charts.

General Notes & Disclaimers

The following information contains general information and disclaimers for the Autodesk 2011 & Subscription Advantage Pack software product releases.

1. To determine whether your system is certified to run your product, you must have a certified processor, operating system, graphics card, and graphics driver. Such information can be found in the products' hardware Certification documents. You must also make sure your computer system meets the minimum system requirements for the product. Links to both of these documents are provided later below
2. The configurations shown in the hardware certification documents are subject to change, and additional certified configurations may be added after certification testing has been carried out.
3. It may be possible to successfully use your product with a non-certified or partially certified configuration, but support and maintenance programs will be subject to the Autodesk Support services guidelines.
4. The graphics drivers specified in the hardware certification documents are the drivers that were used for the certification process. While it may be possible to use your product successfully on earlier or later drivers, Autodesk cannot guarantee their performance or behavior.
5. Due to the many operating system and architecture differences between the supported platforms, the results of some operations will differ on different platforms.
6. Standard pen pressure sensitivity with Wacom® tablets is supported. However, Wacom mice which are used with tablets have significant limitations and cannot be fully integrated with standard navigation in your product. Autodesk is working with Wacom to achieve full support for Wacom products.
7. NVIDIA®, AMD™ and Autodesk® recommend the use of professional workstation cards such as the Quadro® and FirePro™ families which provide optimal user experience for high-end 3D packages. Various refresh, display and stability problems as well as inadequate performance may be encountered with cards based on the GeForce® or Radeon GPU chipset, and therefore Autodesk cannot guarantee their behavior. Please refer to the NVIDIA Quadro vs. GeForce GPUs White Paper [PDF].
8. Based on feedback from our customers, Autodesk is currently testing a variety of cards from the NVIDIA GeForce and ATI Radeon GPU families. Results of our tests will be published at the moment they are available. Please refer to the product graphics certification charts for Microsoft® Windows®.
9. For a productive user experience with your product, it is recommended to use a card which has a minimum of 512MB of video memory.
10. Certification was performed with a multiple display configuration at a resolution of 1920X1200(60Hz). Autodesk recommends using "Dual view" mode ((“Twin View” on Linux) for multiple display configurations with NVIDIA cards, and "Extended" mode for ATI cards

11. All Certifications done on *Microsoft Vista Business* operating system have been done with the '*desktop composition'* feature enabled (often referred as the AERO feature)
12. Workstations Certifications have been performed with the following configuration:
    a. A minimum of 4 GB of RAM (workstations) 2 GB of RAM (laptops)
    b. SATA drives (except for HP Z series)
    c. Virtual memory (swap file size) : maximum size set to 4 GB

Notes for Autodesk® Maya® Users

- Link to Maya system requirements
- Link to Maya Certified hardware charts
- Link to Composite hardware charts
- Video Cards without Hardware Overlay Planes: Using video cards without Hardware Overlay planes (or Hardware Overlay planes turned off) can result in poor performance for certain operations within Maya including (but not restricted to) use of tools based on Artisan or Paint Textures technology. There will also be visual differences compared with Hardware overlays that may result in difficulty seeing or manipulating aspects of the scene or Maya interface. Examples of Graphics cards without Hardware overlays include (but are not restricted to): ATI Radeon Family, NVIDIA GeForce Family.
- In relation to Note 5 in the General Notes & Disclaimers section: This is most noticeable with operations which iterate to reach their results -- leading to cumulatively large difference -- e.g., dynamics, some rendering. You may not be able to "mix and match" renderings on different platforms.
- We recommend using a standard mouse with Maya, and limiting pen usage to Maya's Paint Effects and Sculpting tools.
- When texture images are stored on systems remote from the rendering process; depending on network speed, specifications and load it is possible that the renderer may be unable to access a texture file on demand and may 'drop' individual textures on a frame by frame basis. To reduce this occurrence, store textures on a system local to the rendering process.

Notes for Autodesk® 3ds Max® / Autodesk® 3ds Max® Design Users

- Link to 3ds Max / 3ds Max Design system requirements
- Link to 3ds Max / 3ds Max Design certified hardware charts
- Link to Composite hardware charts

Notes for Autodesk® Softimage® Users

- Link to Softimage system requirements
- Link to Softimage certified hardware charts

Notes for Autodesk® Mudbox™ Users

- Link to Mudbox system requirements
- Link to Mudbox Certified hardware charts
- For a productive user experience with Mudbox, it is recommended to use a card which has a minimum of 512MB of video memory and support for 32 bit texture channels.

Notes for Autodesk® MotionBuilder® Users

- Link to MotionBuilder system requirements
- Link to MotionBuilder Certified hardware charts

Notes for Autodesk® Showcase® Users

- Link to Showcase system requirements
- Link to Showcase Certified hardware charts
- Showcase requires a minimum of 512 MB graphics memory. Graphics cards with less than 512 MB should not be used with Showcase.
- Graphics cards with 512MB may experience performance and stability problems when working with scenes with large or complex models or textures. These problems may occur more frequently when other graphics-intensive applications are running. Examples of scenes that may require more memory are: scenes with a large number of polygons or individual objects, scenes with high resolution environment textures, scenes with high resolution textures on materials or decals, or ambient shadows.

Notes for Autodesk® Smoke® Users

- Link to Smoke system requirements
- Link to Smoke Certified hardware charts

© 2010 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.

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, Flare, 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, ToolClip, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual LISP, Volo, Vtour, Wire, Wiretap, WiretapCentral, XSI, and XSI (design/logo).

All other brand names, product names or trademarks belong to their respective holders.

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.