Graphics Hardware Certification for Stereo Support

Macintosh® Platform

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Readme First

The information contained in the Readme First document applies to all hardware certifications executed on the Autodesk® Media and Entertainment 2010 software product releases and should be acknowledged by all users prior to consulting the certification charts.

Autodesk®

Graphics Cards

As we did not enable quad buffer support in Maya on OS X, all the graphics cards that are certified for Maya 2011 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 10.6.2.

The following table provides the graphics card hardware certifications for stereo support for the Autodesk Maya 2011 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

✓	Certified.
	Certified with caveats. Refer to the Graphics Cards Caveats & Limitations.
	Certification planned or in progress. Results coming shortly.
	Supported although not officially certified in our lab.
	Hardware component falls below minimum system requirements to run the Autodesk product.
✗	Certification failed due to serious problems.
o	No certification planned or not applicable.
—	Not yet tested.

Graphics Card Certifications for Stereo Support Autodesk Maya 2011 for Apple Macintosh					
Graphics Card	OS X	Single DFP	Dual DFP	Horizontal Interlace	DLP
Product	Version				
NVIDIA®					
Quadro® FX 4800	10.6.2	✓	✓	✓	✓
Quadro FX 4500	10.6.2	✓	✓	✓	✓
GeForce® 9600 GT	10.6.2	✓	—	✓	✓
GeForce 8800 GT	10.6.2	✓	✓	✓	✓
GeForce 8800M	10.6.2	✓	—	✓	✓
GeForce 7600 GT	10.6.2	✓	✓	✓	✓
GeForce 7300 GT	10.6.2	✓	✓	✓	✓
GeForce GT 120	10.6.2	✓	✓	✓	✓
GeForce GTX 285	10.6.2	✓	✓	✓	✓
ATI™					
Radeon® HD 4870	10.6.2	✓	✓	✓	✓

Graphics Card Certifications for Stereo Support Autodesk Maya 2011 for Apple Macintosh					
Graphics Card	OS X	Single DFP	Dual DFP	Horizontal Interlace	DLP
Product	Version				
Radeon HD 3870	10.6.2	✓	✓	✓	✓
Radeon X1900	10.6.2	✓	✓	✓	✓
Radeon X1600	10.6.2	✓	—	✓	✓
Radeon HD 2600	10.6.2	✓	✓	✓	✓

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 Apple Macintosh				
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

Hardware Used for Testing Stereo on Apple Macintosh				
Hardware		Setup		Comments
Brand	Model	Display	Resolution	Notes
				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 2011 for Apple Macintosh				
Graphics Card	OS X	Caveat / Limitation	Status	Workaround

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

ATI Graphics Cards Caveats & Limitations				
Autodesk Maya 2011 for Apple Macintosh				
Graphics Card	OS X	Caveat / Limitation	Status	Workaround

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