

The AMD logo, consisting of the letters "AMD" followed by a square icon containing a stylized "A" shape.

R A D E O N

ProRender

@SIGGRAPH 2018



Fast. Easy. Incredible.

 CINEMA 4D
by MAXON

AMD
RADEON
ProRender

Image created by Glen Johnson using MAXON Cinema 4D™ R19

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What is AMD Radeon™ ProRender?

AMD's Powerful Physically-Based
Rendering Engine



Fast and Accurate Renderings
Enable Real-Time Design Decisions

OpenCL™ Hardware Agnostic and Supports
+ Metal® 2 Windows®, Linux®, and macOS®

Available for Leading Digital Content Creation Applications



Path-Traced Rendering
Made Easy



AMD
RADEON
ProRender

Image created by Yan Ge (IHDT) using MAXON Cinema 4D™ R19
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New AMD Radeon™ ProRender Features

New Rendering Features for End-Users and Developers



Updated Uber Shader

Better PBR Workflows with Diffuse Backscattering, Simplified Caustics, and Improved Clearcoat

Ambient Occlusion Shader Node

Enhances Procedural Texture Workflows

Camera Motion Blur


Accurately Recreate a Moving Camera for Animated Renders

Adaptive Subdivision

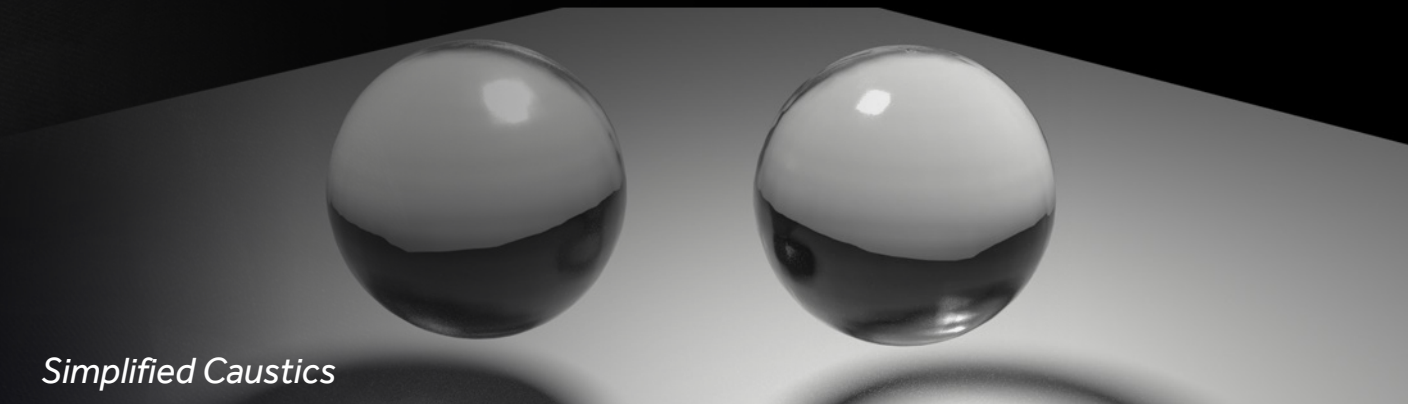
Speed Up Workflows by Easily Rendering Complex Shapes from Simple Meshes

Large Scene Export Optimization

Accelerate Multi-App Workflows with Complex Scenes



Diffuse Backscattering



Simplified Caustics



Improved Clearcoat



Rendering Is for Everyone



AMD
RADEON
ProRender

Upcoming AMD Radeon™ ProRender Features

New Rendering Features Being
Shown at SIGGRAPH 2018



Cloud-Based Rendering

Expand Rendering Capacity by Using the Cloud
to Work Better with Real-Time Visual Feedback



Hybrid Viewport Rendering

Vulkan® Viewport Combines the Quality of
Ray Tracing with the Speed of Rasterization



Machine Learning Denoising

Fast Image Clarifying Accelerates
Workflows and Design Decisions



Previewing the Future of
Rendering



Rendered in the Cloud by



AMD
RADEON
ProRender

AMD Radeon™ ProRender Integration and Plug-Ins

New/Updated Integration and
Plug-Ins for Leading Applications



MAXON Cinema 4D™ R20 Integration*

Multiple AMD Radeon™ ProRender Enhancements
Including Subsurface Scattering and Multi-Passes

PTC® Creo® Plug-In (Beta)

Quickly and Easily Create
Incredibly Rendered
Visualizations of Products

Open-Source

USD Plug-In on GitHub
Adds Path-Traced Rendering
for Accurate USD Hydra
Viewport Previews

Modo® by Foundry Integration (Beta)

Available Now for Modo
Maintenance and
Subscription Customers*

Autodesk® 3ds Max® 2019 Support

Updated Plug-In with
Latest Version Support
Available Now

Get the Beta PTC Creo Plug-In Today @
pro.radeon.com/en/software/prorender/download/



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*Expected in September 2018

*More info at <https://community.foundry.com/discuss/topic/142317/amd-radeon-prorender-is-now-available-for-modo-maintenance-and-subscription-licensees>

Image created by Art by Rens (overview.artbyrens.com) using AMD Radeon™ ProRender for 3ds Max®

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Public Beta Now Available



*For Modo Maintenance and Subscription licensees. More info at <https://community.foundry.com/discuss/topic/142317/amd-radeon-prorender-is-now-available-for-modo-maintenance-and-subscription-licensees>

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AMD Radeon™ ProRender for CINEMA 4D by MAXON

Top New Integrated Features
in Upcoming Release 20*



Subsurface Scattering (SSS)

Easy-to-Use Shader for Rendering
Realistic-Looking Skin, Wax, and More



Motion Blur Support

Linear Motion Blur for Animations and
Sub-Frame Motion Blur for Deformations



Multi-Pass Rendering

New Multi-Pass Workflow for
Powerful Compositing

 GPU-Accelerated Rendering
on Windows® and macOS®

R

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ProRender

*Expected in September 2018. See <https://www.maxon.net/en/products/new-in-release-20/prorender/> for more details. Supports: Windows® and macOS®

Image created by Yan Ge (IHDT) using MAXON Cinema 4D™ R20

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AMD Radeon™ ProRender

USD Plug-In

USD Hydra Viewport Render Delegate Available Now



USD Viewport with AMD Radeon ProRender



Adds Path-Traced Rendering

More Accurate USD Hydra Viewport Previews Compared to the Default OpenGL® Preview



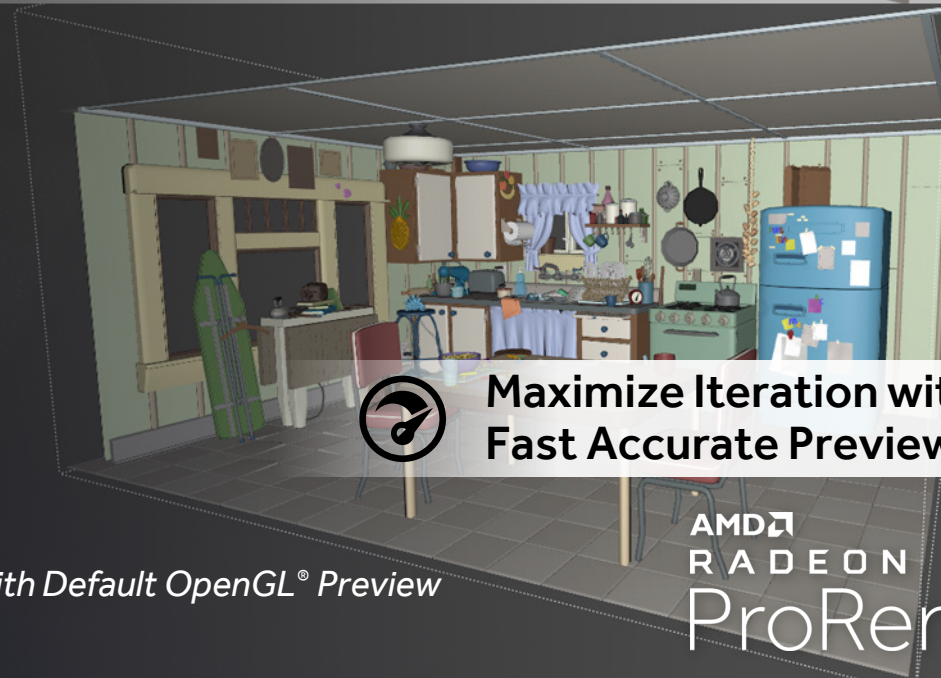
Test Drive the Plug-In

pro.radeon.com/en/software/prorender/download/



Open-Source Repository on GitHub

github.com/GPUOpen-LibrariesAndSDKs/RadeonProRenderUSD/



USD Viewport with Default OpenGL® Preview



Maximize Iteration with Fast Accurate Previews



AMD
RADEON
ProRender

creo

AMD Radeon™ ProRender for PTC® Creo® (beta)

Beta Plug-In Available Now at
pro.radeon.com/en/software/prorender/download/



Fast and Accurate Renderings

Live Update for a Continuous Photorealistic View of Your PTC Creo Designs



UNREAL
ENGINE

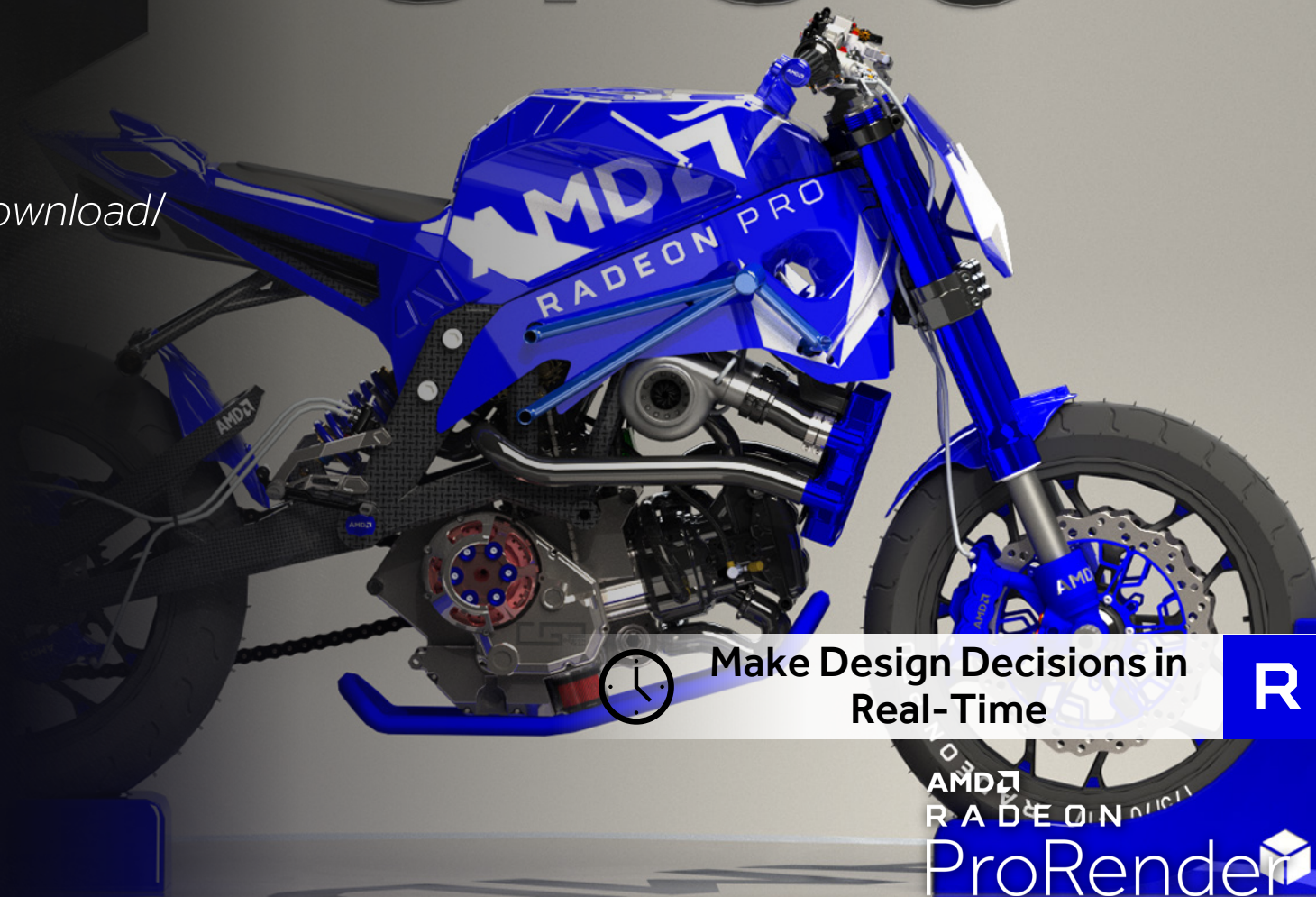
Export to Unreal® Engine

View Your Designs in VR Using the AMD Radeon™ ProRender Game Engine Importer



Decal Support

Lets You Apply Labels, Stickers, and Other Images to Your Model



Make Design Decisions in
Real-Time



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RADEON
ProRender

AMD Radeon™ ProRender

for  AUTODESK®
3DS MAX®

New Plug-In Features
That Make Artists' Lives Easier



Updated Uber Shader

Better PBR Workflows with Diffuse Backscattering,
Simplified Caustics, and Improved Clearcoat



Camera Motion Blur

Accurately Recreate a Moving Camera
for Animated Renders

Ambient
Occlusion
Shader Node

Adaptive
Subdivision

Large Scene
Export
Optimization



Create Stunning Renders
with Ease

R

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ProRender

Supports: Windows® 7/10

Image created by Pablo Castaño Norkus using AMD Radeon™ ProRender for 3ds Max®

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AMD Radeon™ ProRender

for **M** AUTODESK®
MAYA®

New Plug-In Features
That Make Artists' Lives Easier



Updated Uber Shader

Better PBR Workflows with Diffuse Backscattering, Simplified Caustics, and Improved Clearcoat



Camera Motion Blur

Accurately Recreate a Moving Camera for Animated Renders

Ambient
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Adaptive
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Large Scene
Export
Optimization



Accelerating Artists' Workflows

R

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ProRender

AMD Radeon™ ProRender for blender

New Plug-In Features
That Make Artists' Lives Easier



Updated Uber Shader

Better PBR Workflows with Diffuse Backscattering, Simplified Caustics, and Improved Clearcoat



Camera Motion Blur

Accurately Recreate a Moving Camera for Animated Renders

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Adaptive
Subdivision

Large Scene
Export
Optimization



Produce Stunningly
Photorealistic Images



AMD
RADEON
ProRender

Supports: Windows® 7/10, macOS® High Sierra 10.13.3, Linux® Ubuntu® 16.04.3
Mech-Spider image by Theory Studios created using AMD Radeon™ ProRender for Blender™
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