FOUNDRY NUKE®

Accelerating Node-Based Digital Compositing.

AMD FOUNDRY.

New to Nuke

At the heart of Foundry Nuke® is a fast and powerful node based shot compositing feature-set. It is used by all sizes of studios, from small to large, with Nuke being used on almost every Best Visual Effects category nominated film in prestigious industry awards for over a decade. As a result, Nuke is considered within the industry as an essential tool for open and flexible compositing pipelines. Its robust toolset offers modern production teams speed and efficiency via GPU accelerated nodes.

Foundry Nuke runs on all major platforms, with support for multiple GPUs, and eGPU (addon external GPU boxes) also being supported.

Leap into Projects

While Foundry Nuke has low hardware entry requirements, several of its advanced nodes and workflows are GPU accelerated. Nuke can also support multiple GPU processing between all the available GPUs. The basic requirements for a GPU with Nuke are 512mb of dedicated memory[1]. The powerful, yet affordable Radeon™ PRO W6000 GPU series leaps past this with up to 32GB of high-performing GDDR6 memory.

To reduce general file I/O bottlenecks a balanced system is recommended, with a performing CPU and lots of RAM.

> The Radeon PRO W6800 from AMD is a powerful new GPU which is well suited to the requirements for GPU processing via Nuke's Blink framework. The 32GB of onboard memory enables the Radeon PRO W6800 to process complex tasks at high resolution, and the new Infinity Cache gives it a significant performance boost over previous generations of AMD GPUs. We look forward to supporting the Radeon PRO W6800.
>
> **David Nolan,** Product Manager, Compositing and Finishing, Foundry.

Secret of Large Workflows

The latest large workflow GPU from AMD has a gigantic 32 GB of dedicated high performance memory, which allows you to run multiple instances of Nuke on the same GPU, optimizing your workflows even further. Combining this with ultra-fast PCIe® 4.0 (x16) support, ensures that many of today's 4K and 8K video project bottlenecks are crushed.

The latest AMD graphics architecture gives you the freedom to work with bigger projects, faster.

Apply Effects Faster

Nuke uses shader and compute cores of a GPU to calculate effects faster. The more powerful a GPU, the faster these effects can be applied. Take the common task of applying a MotionBlur node as an example, where each pixel is evaluated relative to the next and a calculation based on a physical lens has to be applied to the shot. These types of effects are where a more powerful GPU with excellent memory bandwidth is significantly noticeable. The Radeon™ PRO W6000 GPU series easily answers this challenge, with the GPU architecture being used in leading, visually rich games consoles.

AMD RADEON PRO

Professional Graphics for Exceptional Performance with Reliability, Stability and Software Certifications at its Core.

Enhance Your Current Pipeline

Powered by the latest state-of-the-art 7nm architecture and supporting up to six display outputs, the AMD Radeon PRO W6800 GPU delivers exceptional, HDR, Ultra-HD and 8K high-resolution experiences. Access to the latest hardware, and AV1 decode[2] acceleration support on the Radeon PRO W6000 GPU series brings greater nodegraph interactivity and media playback in Foundry Nuke.

Removing Common Bottlenecks

The AMD RDNA™ 2 graphics architecture is even more efficient with the introduction of AMD Infinity Cache, an all-new additional cache level that enables high bandwidth performance at low power and low latency, helping to remove data bottlenecks. This global cache is seen by the entire graphics core, capturing 'Temporal Reuse' (optimized, iterative same data reuse) and enabling data to be accessed instantaneously. Leveraging the best high frequency data processing approaches from "Zen" architecture, AMD Infinity Cache enables scalable performance.

This established architecture is the basis for the graphics that power the leading, visually rich next-generation gaming consoles.

Learn more about VR capabilities of Radeon PRO Graphics at **amd.com/PRO-VR**

Support for Remote Working

The Radeon PRO W6000 series supports the GPU-accelerated experience of AMD Remote Workstation[3] allowing you to access your physical workstation from virtually anywhere for unhindered productivity, with the remote workstation IP built into AMD Radeon PRO Software for Enterprise driver. This graphics driver delivers enterprise-grade stability, performance, security features, and innovative features, including high-resolution screen capture.

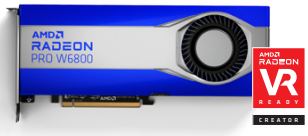
Medium to Heavy Workloads

RADEON PRO **W6600** GRAPHICS

LATEST AMD RDNA 2 GPU FOR COMPLEX TASKS
8 GB of High Performance GDDR6 Memory.
Four Display Outputs. 8K, HDR Support.
Remote Environment[3] Ready.
Available for Mobile Systems.

amd.com/RadeonPROW6600

Heavy to Extreme Workloads



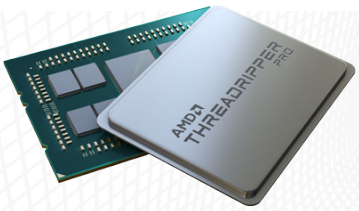
RADEON PRO **W6800** GRAPHICS

THE GPU TO CRUSH AI AND VIDEO INTENSE PROJECTS
Gigantic 32 GB of GDDR6 Memory.
Error Correction Code (ECC) Support.
Six Display Outputs. 8K, HDR Support.
Remote Environment[3] Ready.

amd.com/RadeonPROW6800

Additional Performance Power

Choosing the right CPU means addressing the bottlenecks of your most common workflow tasks. AMD Ryzen™ Threadripper™ PRO Processors offer powerful single and multithreaded performance along with support for up to 2TB of memory.

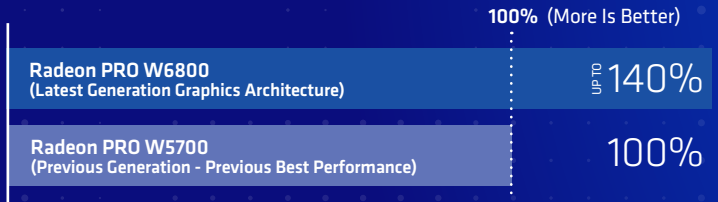


amd.com/Workstation

Established Professional Performance

Engineered from the ground up, the award-winning AMD RDNA 2 graphics architecture found within the latest Radeon PRO W6000 graphics family introduces significant GPU advancements in the form of an enhanced Compute Unit, new visual pipeline, and all new AMD Infinity Cache. Combined, these advanced AMD technologies help remove common GPU and system bottlenecks, delivering more performance per watt over previous generation GPUs. These significant progressions support higher software resolutions, incorporating superior performance and power efficiency. The established AMD RDNA 2 architecture helps deliver the enhanced, but affordable, performance you can see within the opposite bar chart.

Relative GPU Acceleration in Nuke (45 tests at 4K)



Testing as of May 14, 2021 by AMD Performance Labs on a test system comprised of an AMD Ryzen 9 5950X with AMD Radeon™ PRO W5700 / AMD Radeon™ PRO W6800. Benchmark Application: Foundry Nuke 13.v1. Performance may vary based on factors including driver version and system configuration. RPW-365

To learn more about AMD professional graphics visit: **amd.com/RadeonPRO**

[1] Source for hardware requirements https://www.foundry.com/products/nuke/requirements
[2] Video codec acceleration (including at least the HEVC (H.265), H.264, VP9, and AV1 codecs) is subject to and not operable without inclusion/ installation of compatible media players. GD-176
[3] Learn more at www.amd.com/en/technologies/remote-workstation

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