



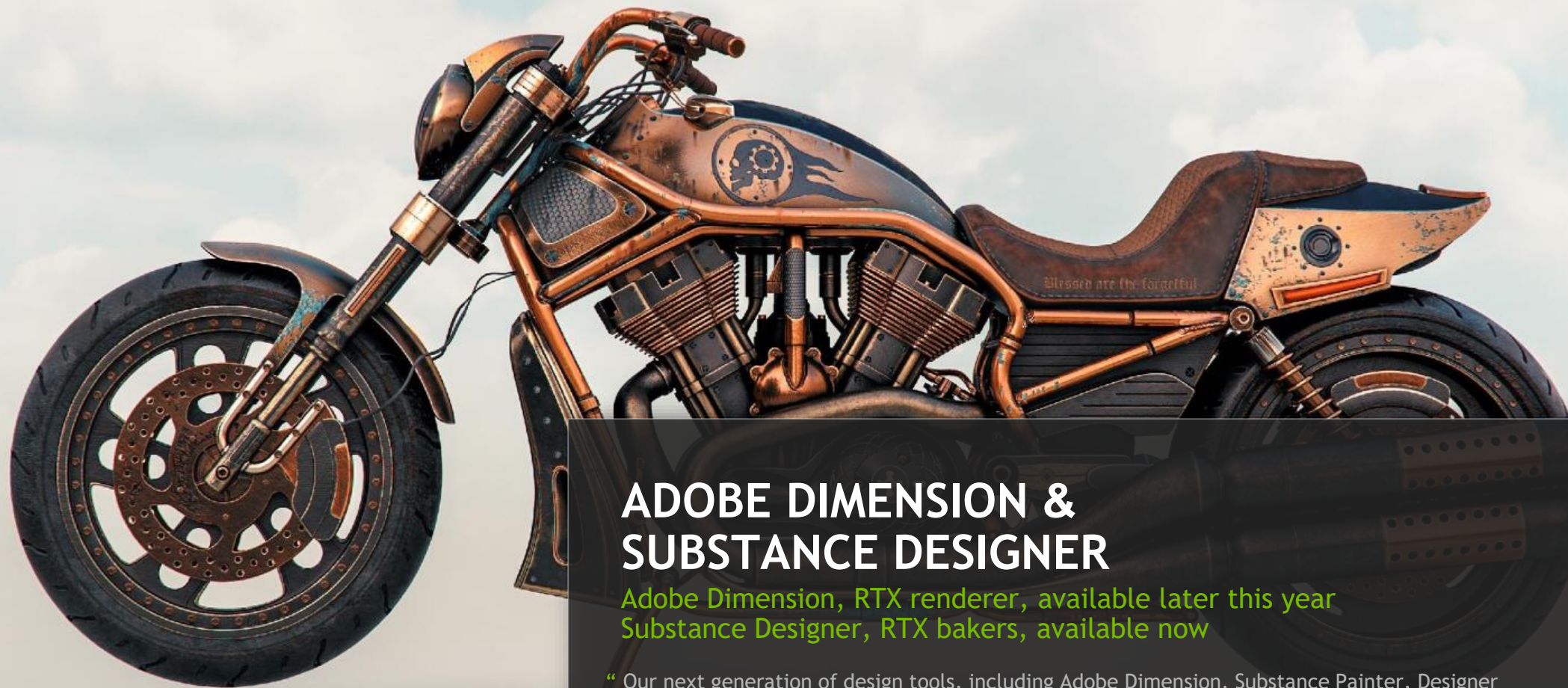
RTX ADOPTION

March 2019

NVIDIA RTX RAY TRACING-ACCELERATED APPLICATIONS AVAILABLE TO OVER 9 MILLION 3D ARTISTS AND DESIGNERS THIS YEAR

The most important 3D applications used in AEC, product design, advertising and visual effects are all coming out with versions that have RTX-accelerated ray tracing this year.

Millions of architects, designers, visual effects pros and even hobbyists will get to create and experience their work in an entirely new way when using NVIDIA RTX GPUs.



ADOBE DIMENSION & SUBSTANCE DESIGNER

Adobe Dimension, RTX renderer, available later this year
Substance Designer, RTX bakers, available now

“ Our next generation of design tools, including Adobe Dimension, Substance Painter, Designer and Alchemist all benefit from hardware innovations like RTX that accelerate ray tracing and machine learning.”
— SEBASTIEN DEGUY | VP 3D & Immersive | Adobe



AUTODESK ARNOLD

Arnold GPU beta version now public

“ The ray tracing compute capabilities of NVIDIA’s RTX GPUs and RTX Server, now with virtual workstations, are helping artists push the boundaries of content creation. The Arnold GPU beta is now available to all our customers and we are excited to see how our users will take advantage of the unprecedented rendering speeds and amazing efficiency thanks to the powerful RT Cores, Tensor Cores and CUDA Cores.”

Chris Vienneau

Senior Director, Media & Entertainment Products | Autodesk



AUTODESK VRED

Support for OptiX AI Denoising

“ It is now possible to combine CPU ray tracing with GPU denoising. VRED uses NVIDIA’s OptiX AI denoiser with Quadro GPUs to dramatically reduce the time to render an image that is visually noiseless and allows physically accurate interactive rendering. It’s a real game changer especially for real-time ray tracing!” — [Lukas Faeth](#) | VRED Product Manager | [Autodesk](#)



CHAOS GROUP V-RAY

Demonstrating 2X performance of V-Ray GPU on RTX

“ V-Ray GPU always pioneers new possibilities, and we feel this is just the start with RTX.” — **Vlado Koylazov** | CTO | Chaos Group



IAN SPRIGGS

Rendering courtesy of Ian Spriggs



DASSAULT SYSTÈMES 3DEXPERIENCE CATIA

RTX Denoiser support in R2019x

“Dassault Systèmes 3DEXPERIENCE integrates the innovative NVIDIA denoiser technology within CATIA Live Rendering, leveraging AI deep learning to boost interactive and batch ray tracing and global illumination rendering.” **XAVIER MELKONIAN** CATIA Design Portfolio Director | CATIA

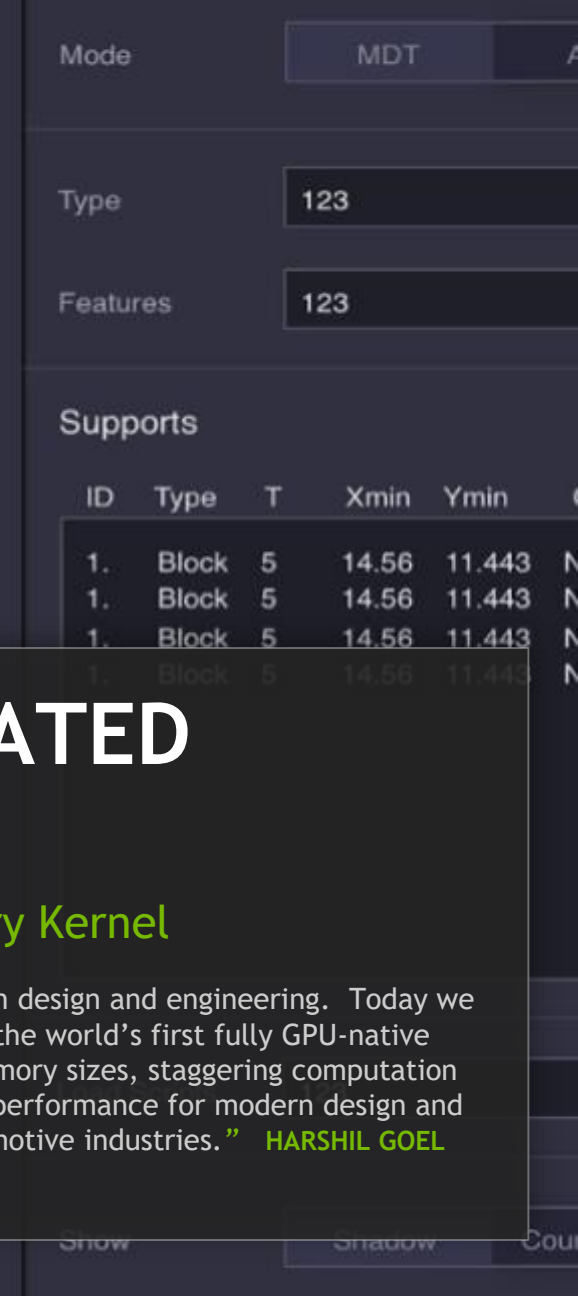
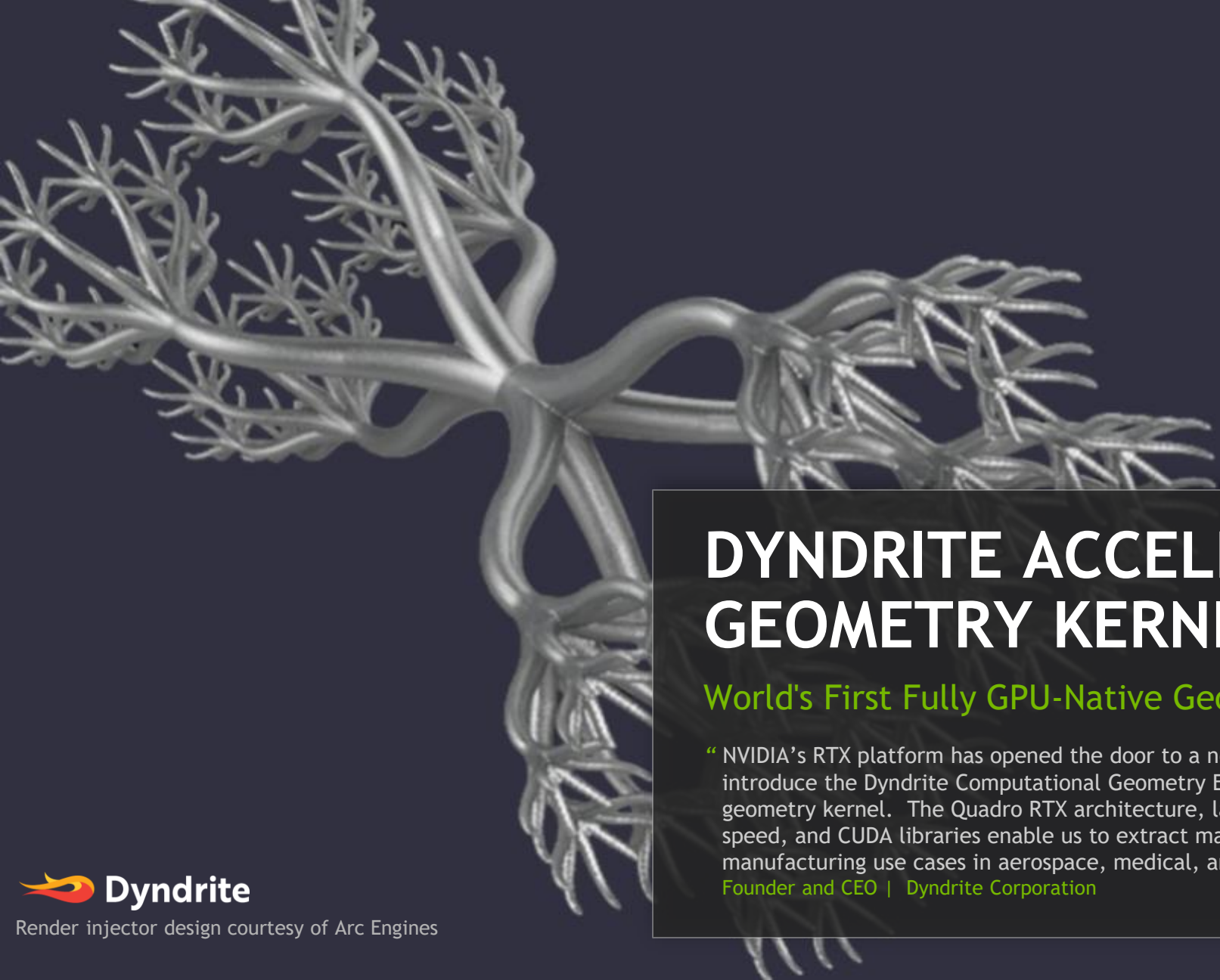


DAZ 3D DAZ STUDIO

Daz 3D will support RTX in 2019

“ Many of the world’s most creative 3D artists rely on Daz Studio for truly amazing photorealistic creations. Adding the speed of NVIDIA RTX to our powerful 3D composition & rendering tools will be a game changer for creators.”

STEVE SPENCER
GM & VP of Marketing | Daz 3D



DYNDRITE ACCELERATED GEOMETRY KERNEL

World's First Fully GPU-Native Geometry Kernel

“ NVIDIA’s RTX platform has opened the door to a new era in design and engineering. Today we introduce the Dyndrite Computational Geometry Engine - the world’s first fully GPU-native geometry kernel. The Quadro RTX architecture, large memory sizes, staggering computation speed, and CUDA libraries enable us to extract maximum performance for modern design and manufacturing use cases in aerospace, medical, and automotive industries.” **HARSHIL GOEL**
Founder and CEO | Dyndrite Corporation



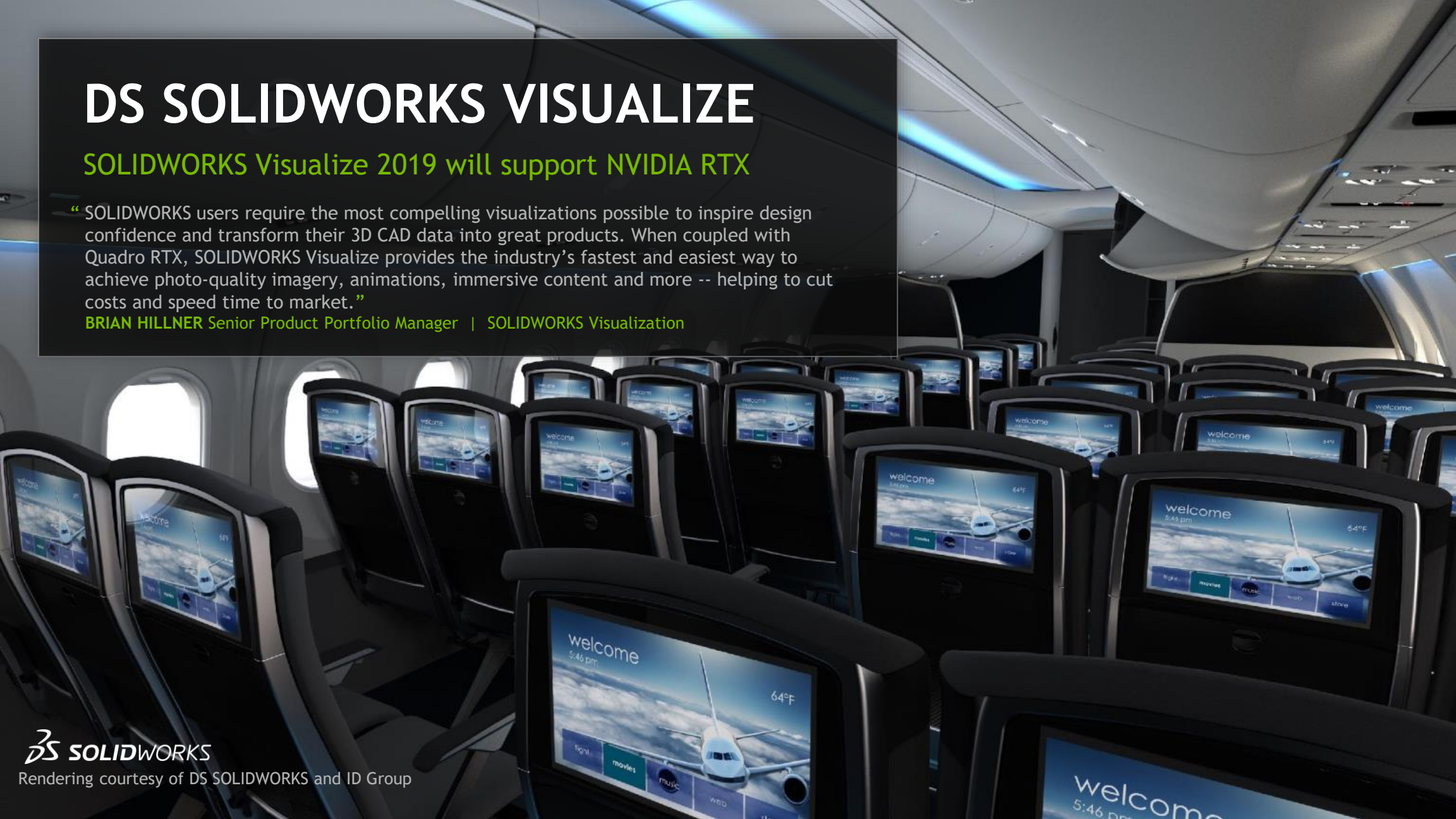
Render injector design courtesy of Arc Engines

DS SOLIDWORKS VISUALIZE

SOLIDWORKS Visualize 2019 will support NVIDIA RTX

“SOLIDWORKS users require the most compelling visualizations possible to inspire design confidence and transform their 3D CAD data into great products. When coupled with Quadro RTX, SOLIDWORKS Visualize provides the industry’s fastest and easiest way to achieve photo-quality imagery, animations, immersive content and more -- helping to cut costs and speed time to market.”

BRIAN HILLNER Senior Product Portfolio Manager | SOLIDWORKS Visualization





ENSCAPE

RTX support with NVIDIA VKRay public beta in Q2

“ With Enscape on RTX, we can already visualize much more ray traced geometry, and that indirect lighting and reflection detail reaches a new level of detail we’ve never had before.”

THOMAS SCHANDER
CEO | Enscape



ENSCAPE™

Rendering courtesy of Kohn Pedersen Fox



EPIC UNREAL ENGINE

UE4.22 with RTX now available

“ Real-time ray tracing in Unreal Engine 4.22 makes it easier than ever for developers to create photoreal games. Features including ray-traced soft shadows and accurate reflections, built on Microsoft’s DXR API and running on NVIDIA RTX cards, are available now in early access with even more features and improvements coming throughout the year. ”

Nick Penwarden

Director of Engineering, Unreal Engine | Epic Games





ESI GROUP | IC.IDO

IC.IDO 13 will support real-time ray tracing in VR with RTX

“ With NVIDIA Turing GPUs and RTX, ESI brings “true-to-life” lighting and reflections to immersive Virtual Reality for ESI Applications using our Helios Rendering Framework. ESI simulation of the manufacturing process and final product, including subsequent distortions, combined with NVIDIA RTX powered raytracing, now allows for continuous evaluation of product performance and perceived quality early on in engineering and development processes, without the time or expense of physical prototypes.”

ERIC KAM

Manufacturing Solutions Market Development and Strategy | ESI Group

IMAGE ENGINE

Image Engine shows RTX Server boosting production workflows using graphics from Netflix's *Lost in Space*.

“We are thrilled to collaborate with NVIDIA and Autodesk on the next generation of high-performance production rendering. Delivering the best creative results fast is critical to our success. GPU rendering on NVIDIA RTX Server with Autodesk Arnold promises to deliver the exponential leap in speed we hope to utilize in all production departments.” **CARSTEN KOLVE**, Digital Supervisor | Image Engine

ISOTROPIX CLARISSE

Shipping 4.0 SP2 with RTX ray tracing in early Q2

Isotropix Clarisse interactive viewport is 6X-1000X faster than CPU with OptiX RTX ray-tracing

“ Using the power of RTX ray tracing, artists can now manipulate scenes displaying over 10 billion polygons at 60 fps in Clarisse! It's just mind blowing!”

SAM ASSADIAN

CEO & Co-founder | Isotropix





LUXION KEYSHOT

KeyShot 9 will support NVIDIA RTX ray tracing

“ NVIDIA has redefined the rendering landscape by including RT Cores directly on the Turing generation of graphics cards. This is a game changer and the key reason why Luxion decided to embrace NVIDIA RTX in KeyShot 9 scheduled to be released later this year. We have considered GPU solutions for over 10 years, but this is the first time we were fully convinced and we are committed to delivering a great NVIDIA RTX based solution to our customers in addition to the CPU solution that KeyShot has relied on for more than a decade. For our customers this will in many cases mean a significantly accelerated workflow and increased productivity.”

HENRIK WANN JENSEN

Chief Scientist, Co-Founder | Luxion



Image courtesy RED HYDROGEN - Media Machine

MPC FILM

RTX Ray Tracing adopted in Genesis virtual production system

“One of the biggest challenges in virtual production is achieving physically accurate lighting in real-time. RTX technology enables real-time ray tracing within our Genesis platform, making photorealism possible for the first time ever for our clients live on set.” **FRANCESCO GIORDANA** Realtime Software Architect | MPC Film

MPC Film





OTOY OCTANE

Releasing Octane 2019 preview with NVIDIA VKRay ray tracing support

“Octane 2019 with RTX ray tracing is a game changer for VFX. Our latest commercials now render in seconds per frame on a single Titan RTX - and in near real-time on RTX workstations.” [JJ PALOMO](#) Founder | [BLR VFX](#)

Rendering courtesy of BLR
VFX

PIXAR'S RENDERMAN XPU

RENDERMAN.

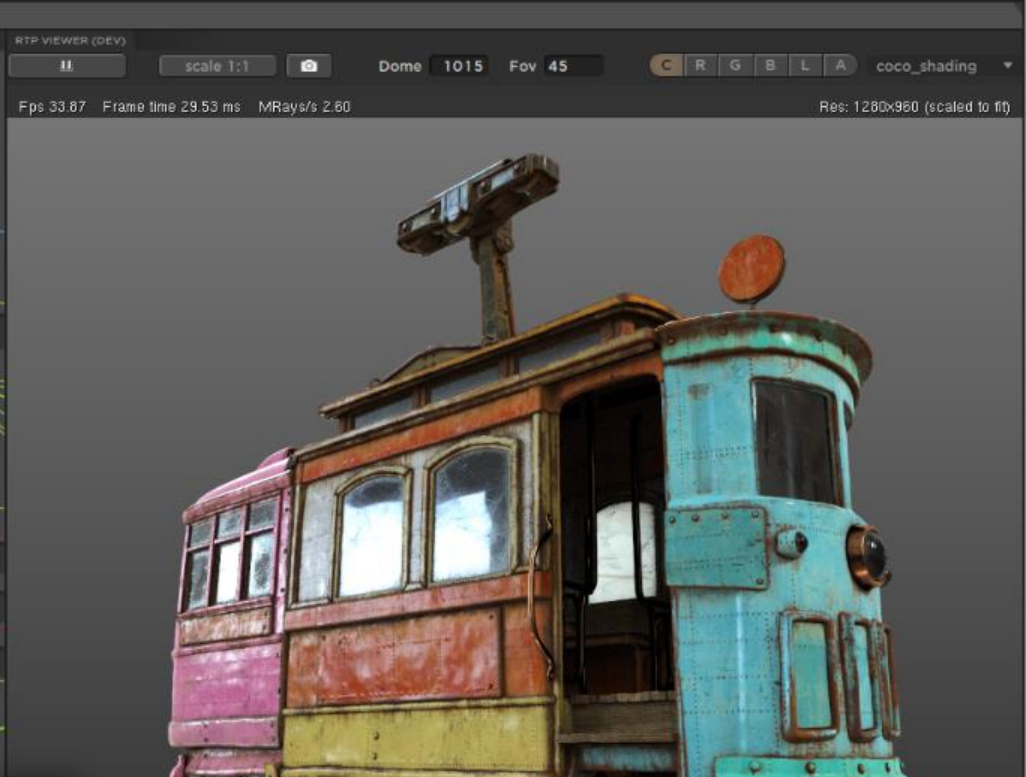
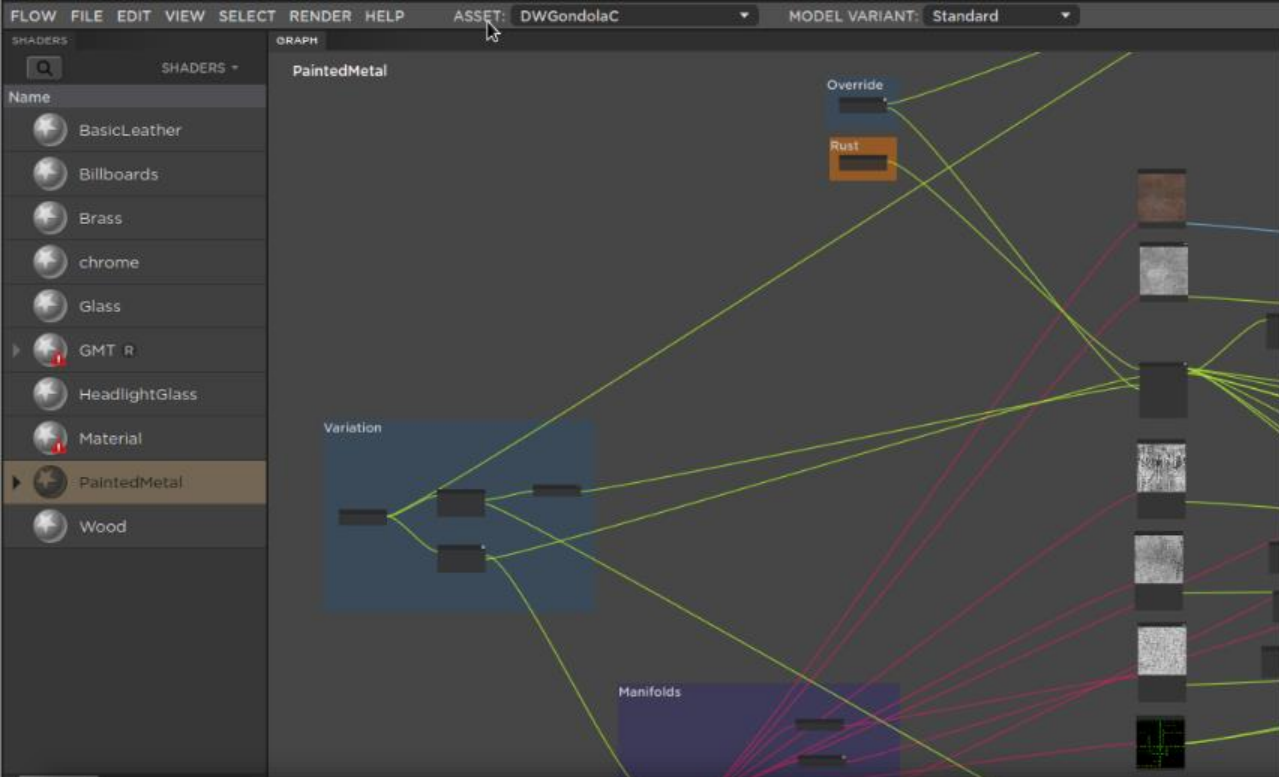
New hybrid CPU+GPU delivery milestones

“RenderMan XPU combines RTX ray tracing and exclusive Pixar CPU+GPU techniques to deliver a uniquely powerful rendering solution. Artists immediately see faster design iterations in their familiar tools, working directly with realistic lighting and materials on assets at top-tier production scale.”

DAVID LAUR

Director Product Management, RenderMan | Pixar



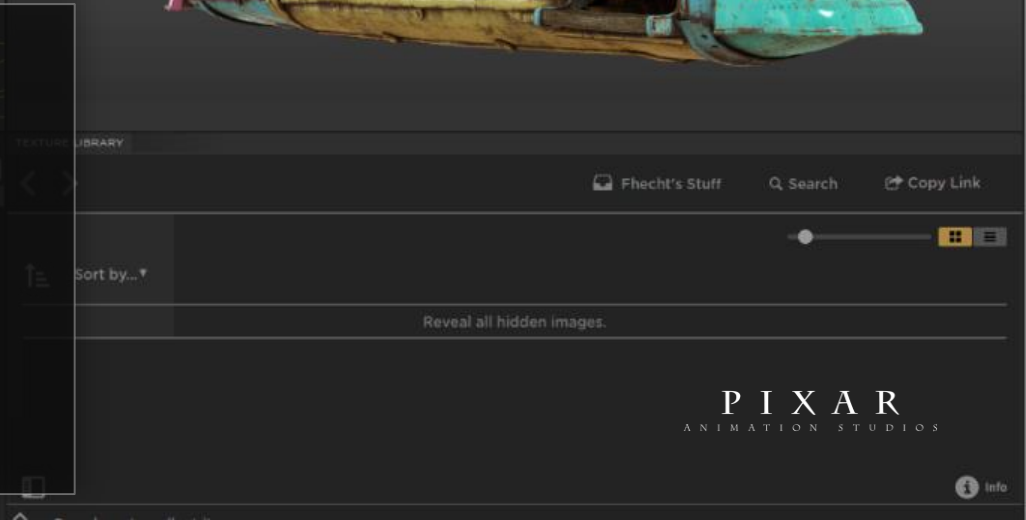


PIXAR ANIMATION STUDIOS

RTX to be used in upcoming films

“Pixar artists already rely on NVIDIA ray tracing, and RTX more than doubles the performance they will see. We’re excited to use RTX on our upcoming films”

STEVE MAY
CTO | Pixar





REDSHIFT

REDSHIFT RENDERER

Adding RTX ray tracing with OptiX

“With the arrival of the Redshift 3.0 alpha in April, Redshift customers will be able to enjoy faster ray tracing with OptiX RTX support.”

PANAGIOTIS ZOMPOLAS
CTO | Redshift

Image courtesy of Hirokazu Yokohara





SIEMENS RAY TRACED STUDIO

Siemens NX Ray Traced Studio to support NVIDIA RTX & vMaterials

“With the implementation of NVIDIA AI denoiser technology in NX Ray Traced Studio, Siemens NX users will now be able to generate rendered images up to 4X faster in their product design workflows.” [Himanshu Iyer](#) Senior Product Marketing Manager, NX | [Siemens PLM Software](#)

UNITY TECHNOLOGIES

“Real-time Ray Tracing moves real-time graphics significantly closer to realism, opening the gates to global rendering effects never before possible in real-time domain. GeForce RTX and Unity are working together to enable developers to push graphics even further to reach new frontiers.” [Natalya Tatarchuk, Vice President, Graphics | Unity Technologies](#)

WETA DIGITAL

Announces NVIDIA RTX adoption in GazeboRT lighting pipeline

“GazeboRT, leveraging NVIDIA RTX, is bringing lightning speed to our lighting pipeline. Artists are getting real-time raytracing performance without tricks – it just works. It’s been such an improvement that we’ve already integrated GazeboRT into our lighting pipeline for upcoming Disney projects.”

Luca Fascione

Head of Research & Technology | Weta Digital

Alita: Battle Angel – Iron City, sunlight-only pass





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