

Robust™ - High Performance Computing

VrayRT – GPU Renderings in 3dsmax		
NO	ADVANTAGES	DISADVANTAGES
1	Render speed is tremendously fast.	Memory size is very limited. The highest model of Nvidia Tesla only features a 6GB RAM per single GPU; Nvidia Quadro K6000 has 12GB RAM.
2	Especially useful for products and/or automotive renderings. Many western artists has used GPU in their production.	Setup cost is very high, highest model of Quadro/Tesla could easily cost > RM9k++
3	Real-time preview enables efficient production I.e faster lighting test, more intuitive result when adjusting materials	Need at least two Quadro cards per workstation to enjoy smooth rendering experience
4	Physically correct ray-trace ability, hence the lighting and effects is much accurate and prettier than CPU rendering, while consuming much lesser time.	Insufficient memory disallows rendering of complicated scene and/or high resolution textures.
5	Off load render task to GPU, free up CPU for other tasks.	Certain function not supported e.g. hidden lights still renderable. However, this is under rapid development, advisable to check with Vray's developer from time to time.