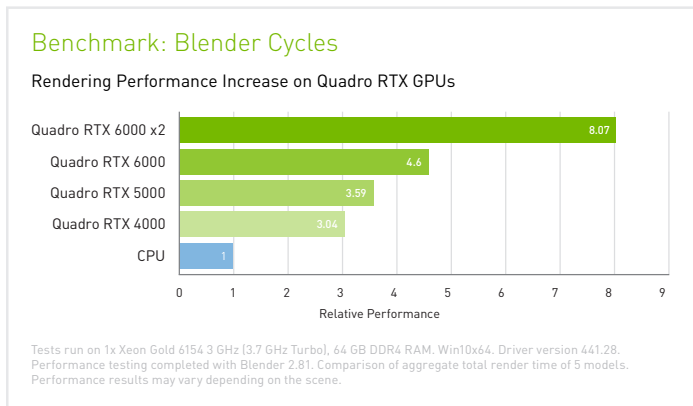# NVIDIA QUADRO RTX
BLENDER CYCLES

Image courtesy of **Blender**

Quadro RTX Accelerates Blender Cycles

Blender Cycles taps into the power of **NVIDIA® Quadro RTX™** to speed up production and interactive rendering. With up to 8X faster rendering performance than CPU-based solutions[1], RTX support in Blender Cycles provides incredible performance improvements for your rendering workloads, including:

> GPU-accelerated, interactive ray-tracing performance with RT Cores
> Significantly faster render times versus traditional CPU methods
> Scaled performance with multi-GPU configurations
> Seamless switching from CPU to GPU rendering

Benchmark: Blender Cycles

Rendering Performance Increase on Quadro RTX GPUs

Quadro RTX 6000 x2	8.07
Quadro RTX 6000	4.6
Quadro RTX 5000	3.59
Quadro RTX 4000	3.04
CPU	1

Relative Performance

Tests run on 1x Xeon Gold 6154 3 GHz (3.7 GHz Turbo), 64 GB DDR4 RAM. Win10x64. Driver version 441.28. Performance testing completed with Blender 2.81. Comparison of aggregate total render time of 5 models. Performance results may vary depending on the scene.

Learn more about Quadro RTX solutions at www.nvidia.com/quadro

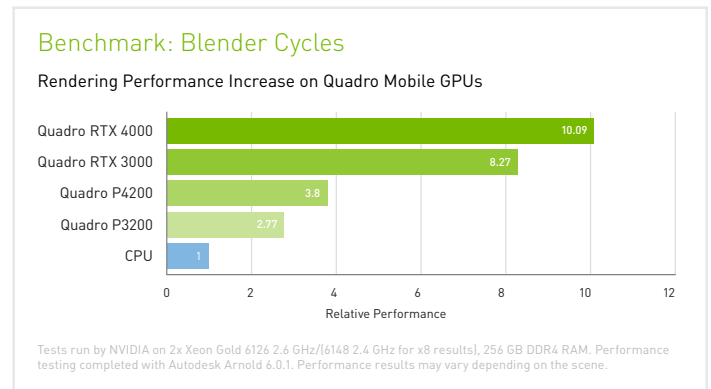Learn more at **www.cycles-renderer.org**

[1] Performance results may vary depending on the scene.
[2] Quadro vDWS software is supported with NVIDIA Quadro RTX 6000 and 8000 GPUs.
[3] NVIDIA Quadro RTX 8000 provides 48 GB of total GPU memory.

Rendering Solutions for Blender Cycles

NVIDIA Quadro® provides a wide range of RTX-enabled solutions for desktop, mobile, server-based rendering, and virtual workstations with **NVIDIA Quadro Virtual Data Center** Workstation (Quadro vDWS) software[2]. With up to 48 gigabytes (GB) of GPU memory available[3], Quadro provides the power you need for your largest professional graphics and rendering workloads.

Benchmark: Blender Cycles

Rendering Performance Increase on Quadro Mobile GPUs

Quadro RTX 4000	10.09
Quadro RTX 3000	8.27
Quadro P4200	3.8
Quadro P3200	2.77
CPU	1

Relative Performance

Tests run by NVIDIA on 2x Xeon Gold 6126 2.6 GHz/(6148 2.4 GHz for x8 results), 256 GB DDR4 RAM. Performance testing completed with Autodesk Arnold 6.0.1. Performance results may vary depending on the scene.

"In Blender Cycles, we're always looking to reduce render time so artists can iterate faster. With NVIDIA RTX™, core ray-tracing operations are now hardware accelerated by the GPU, making this the fastest version of Cycles yet."

– Brecht Van Lommel, Lead Architect, Blender