

XPU Technical Specifications

- **RenderMan XPU™** is a hybrid rendering engine that can target multiple hardware devices. It can run in three modes:
 - CPU only
 - GPU only
 - CPU + GPU

See below for more details of the supported hardware and platforms.

Hardware and platform requirements

CPU

RenderMan XPU requires a CPU that supports the AVX instruction set or better.

A minimum of 16GB of RAM is recommended for hybrid (CPU + GPU) processing.

GPU

For GPU acceleration, RenderMan XPU™ supports NVIDIA graphics cards from the Quadro, Tesla or Data Center GPU ranges, with the Pascal architecture or later. XPU will run on consumer cards – however, we will only fix issues that are reproducible on Quadro, Tesla, or Data Center GPUs.

See Operating Systems for graphics driver requirements.

We recommend a minimum of 24 GB of VRAM for dealing with complex assets.

Operating Systems

RenderMan XPU is currently supported on 64-bit Linux and Windows systems with appropriate NVIDIA graphics drivers installed.

Linux requirements

- CentOS/RHEL 7
- NVIDIA graphics driver version 525.60.13 or above. We recommend using the latest version wherever possible.

Windows requirements

- Windows 10
- NVIDIA graphics driver version 527.41 or above. We recommend using the latest version wherever possible.

macOS

- Not currently supported