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 Maxwell architecture or later.

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 440.59 or above. We recommend using the latest version wherever possible.

Windows requirements
   - Windows 10
   - NVIDIA graphics driver version 460.41 or above. We recommend using the latest version wherever possible.

macOS
   - Not currently supported