

## cebas Visual Technology Inc. finalRender Subscription Licenses and Technical Specs

finalRender is offered as a yearly subscription only. Several unlimited rendering options are available to choose from, and those may be added to the main workstation license option.

These are the available options:

1. **Workstation License**; one year subscription

This is the interactive license to work with finalRender on a workstation. It includes all the updates and new releases within a paid subscription term. One workstation license allows you to use an unlimited (operating system permitting) amount of CPU cores available within a single workstation. In addition to the CPU cores; a maximum of 2 CUDA GPU devices can be used (in addition to your display device), installed or attached to, the same workstation.

This license does not allow you to do network rendering, to enable network rendering the additional Unlimited Network rendering license needs to be purchased.

2. **Unlimited Network Rendering License**; one year subscription

To enable unlimited network rendering with finalRender, add this license to an existing interactive workstation license. When doing so, finalRender will be able to use as many network rendering machines as your 3ds Max and network system allows.

3. **Unlimited GPU Rendering License**; one year subscription

If you want to add more than 2 rendering CUDA devices to the mix; this license option is for you! While a single finalRender workstation license already allows you to have 2 CUDA GPU devices in a workstation (in addition to your display device) you may extend this to unlimited devices as well. When this license is added to an existing workstation license, as many CUDA GPU cards can be used for rendering as you can fit into (or attach to) one single workstation.

Pricing: All licenses are priced exactly at the same amount.

## Frequently Asked Questions:

Q: Will finalRender work with my PC ?

For CPU requirements we have: Intel compatible CPU with SSE4.2. The GPU needs to support the following features as a minimum requirement: CUDA 8 and Shading Model 2.1 (Fermi Generation). If any of this minimum requirements are not met, finalRender will not work at all on that system.

Q: I have 2 NVIDIA CUDA Cards in my Workstation. How does it work?

You may use both cards for rendering, the license supports it. However, if you plan to interact with your workstations while rendering, it is not recommended to have both cards work at 100%. Your workstation will just block the Display Interaction. You can assign the display card a lower priority in this case.

Q: I have 3 CUDA cards in my Workstation what then?

This is the perfect combination you can have with a single workstation license! Use one card for the display and the other 2 cards for rendering.

Q: I want to built my own Supercomputer will finalRender work ?

If you plan to extend your workstation way beyond 2 GPU cards, let's say 4 or 6 or 8 CUDA devices; this is also possible. For this you need to get one additional license (Unlimited GPU) to unlock the use of unlimited CUDA GPU devices for one single workstation.

Q: I do not have a NVIDIA GPU card, will finalRender still work ?

Yes it will! finalRender uses the latest advancements in CPU multi core rendering. It supports as many CPU cores as they are available in one single workstation. Even without a GPU finalRender will perform really well and great!