



## **Creative Professionals Supercharge Their Adobe Creative Suite 6 Workflows with NVIDIA GPU Technology**

*NVIDIA GPUs Enable Dramatic New GPU-accelerated Features  
for Adobe After Effects CS6, Adobe Premiere Pro CS6,  
Adobe SpeedGrade CS6 and Adobe Photoshop CS6*

**SANTA CLARA, Calif. — April 13, 2012** — Whether in small agencies or the largest media conglomerates, creative pros want tools that let them bring their vision to life as fast as possible, without having to trade off quality for speed and interactivity. Now, with the upcoming release of Adobe® Creative Suite® 6 Production Premium with acceleration from [NVIDIA® Quadro® and Tesla™ professional GPUs](#), artists and editors have unprecedented power and interactivity at their disposal. Motion graphics that would take hours to create can now be done in minutes. Effects that used to render a few frames per second now run at full speed. Color grading that simply wasn't possible at this price point is now within the easy reach of small shops, and much more.

### **Expanded Breadth and Depth of GPU Accelerated Features**

Following the introduction of the innovative [NVIDIA CUDA™](#)-accelerated Adobe Mercury Playback Engine in previous versions of Adobe Premiere® Pro, Adobe has now added even [more groundbreaking support for NVIDIA GPUs throughout the entire Adobe Creative Suite 6 Production Premium software](#). Whether using Adobe After Effects® CS6, Adobe Premiere Pro CS6, Adobe SpeedGrade CS6, or Photoshop® CS6, artists and editors can see workflow improvements using NVIDIA Quadro and Tesla GPUs, and [NVIDIA Maximus™](#) technology, which offer the best performance for accelerating the new and improved tools in the Adobe Creative Suite 6 software.

### **Adobe After Effects CS6**

Adobe After Effects CS6 simplifies and accelerates the motion graphics workflow like never before with [a powerful new 3D compositing pipeline that employs ray tracing](#) for uncompromised image quality. Creative pros can now incorporate extruded and beveled text and shapes directly within After Effects, integrate their rendering with its native layers, and eliminate the traditional time-consuming back and forth with external 3D tools. Adobe's new "Ray trace 3D" renderer leverages the [NVIDIA® OptiX™](#) ray tracing engine for rendering realistic materials, accurate reflections, soft shadows, depth of field, and motion blur. The new ray tracing becomes truly interactive, delivering final frames up to 27x faster when using NVIDIA GPUs, as compared to dual hex-core CPUs alone.<sup>1</sup>

"I use After Effects every day, and 90 percent of my work is post-production with a heavy dose of motion graphics mixed with tons of video editing," said Steve Taylor, senior creative director of [Digital Spatula](#). "By using the new 3D ray tracing capability in After Effects, running on an NVIDIA Maximus-equipped workstation, I'm getting so much more done in less time, freeing me up to be more creative and thoughtful about the project. I'm no longer interrupted by having to switch to a second 3D application to create compelling, animated 3D text and logos. Not only is it powerfully fast, efficient and easy to use, but After Effects CS6 also gives me more time to focus on delivering higher quality productions."

### **Adobe Premiere Pro CS6**

Adobe Creative Suite 6 continues to feature the [NVIDIA CUDA™](#)-accelerated Adobe Mercury Playback Engine in Adobe Premiere Pro, providing up to an 8x performance boost<sup>2</sup> for [fast video editing](#). It also features new GPU accelerated features like Uninterrupted Playback, a new and improved Three-Way Color Corrector with additional capabilities, and real-time playback of stabilized video utilizing the new Warp Stabilizer. This enables fluid playback of today's most challenging video and D-Cinema formats, including DSLR, RED 4, and 5K native footage, with improved multi-cam support for an unlimited amount of cameras. In addition, NVIDIA has created a plug-in for Adobe Premiere Pro CS6 that enables support for [NVIDIA Quadro SDI Output cards](#), which support multiple channels of HD-SDI output at very low latencies.

### **Adobe SpeedGrade CS6**

Adobe Creative Suite 6 will include Adobe SpeedGrade CS6, [a real-time, professional color grading tool optimized for NVIDIA Quadro GPUs](#), with exclusive support for [NVIDIA SDI Output cards](#). Only the Quadro 4000, Quadro 5000, and Quadro 6000 are recommended for Adobe SpeedGrade, giving users maximum precision and performance for color grading RAW and High Dynamic Range content.

### **Adobe Photoshop CS6**

Adobe Photoshop CS6 features the new Mercury Graphics Engine, adding key, new GPU-accelerated features like liquify, puppet warp and intuitive new blur tools. This expands on an already wide variety of GPU-accelerated features to enable faster previews, real-time imaging, and smooth response times for unprecedented speed and fluid editing, compositing, and image manipulation.

Learn more about the top new features in Premiere and the other video tools of the upcoming Creative Suite 6 here: [http://success.adobe.com/en/na/programs/events/1203\\_16108\\_nab.html](http://success.adobe.com/en/na/programs/events/1203_16108_nab.html).

### **NVIDIA Quadro SDI Output**

Only NVIDIA Quadro GPUs paired with Quadro SDI Output cards enable graphics-to-video output in both Adobe SpeedGrade and Premiere Pro CS6, enabling efficient SDI monitoring of the complete workflow in the same GPU-accelerated system.

### **NVIDIA Maximus Technology**

Combining NVIDIA Quadro and Tesla GPUs and a single unified driver in the same workstation, NVIDIA Maximus-powered systems enable video professionals to create complex, multi-layer projects faster than ever before, transforming their editing workflows by enabling simultaneous high-performance graphics and parallel processing, further increasing their productivity and empowering their creativity.

“With Adobe Creative Suite 6, we’ve innovated even more broadly around GPUs from NVIDIA to further simplify design workflows with new capabilities that enable creative pros to deliver the highest quality productions in the least amount of time,” said Bill Roberts, director of video and audio product management, at Adobe. “Expanding acceleration across a wide range of NVIDIA GPUs creates a powerful ecosystem of editing solutions for creating the best possible results.”

Adobe (Booth #SL2624) is revealing Adobe Creative Suite 6 Production Premium software accelerated with NVIDIA GPUs at NAB 2012, April 16-19, in Las Vegas. In the NVIDIA booth (#SL9215), Adobe is showcasing the 3D ray tracing features of Adobe After Effects CS6, along with Adobe Premiere Pro CS6, both accelerated by NVIDIA GPU technology.

NVIDIA GPUs are designed and certified to boost the performance of Adobe Creative Suite 6 for the best possible user experience, with the highest reliability, exclusive Quadro SDI output support, better image quality, and faster performance, with NVIDIA Maximus technology providing up to 6GB of graphics memory for the ultimate performance across Adobe Creative Suite 6.

NVIDIA graphics solutions certified for accelerating the new Adobe Creative Suite 6.0 include:

Desktop Workstation:

Quadro 2000 + Tesla C2075 (NVIDIA Maximus)  
Quadro 6000  
Quadro 5000  
Quadro 4000  
Quadro 4000 for Mac  
Quadro 2000

Mobile Workstation:

Quadro 5010M  
Quadro 5000M  
Quadro 4000M  
Quadro 3000M  
Quadro 2000M

Gaming:

GeForce GTX 580  
GeForce GTX 570  
GeForce GTX 470

Quadro professional graphics cards are designed and built by NVIDIA to provide industry-leading performance, reliability, compatibility and stability with Adobe Creative Suite 6 applications. Adobe and NVIDIA recommend Quadro solutions to provide the performance and dependability that video professionals require. Adobe and NVIDIA invest tremendous engineering resources to provide optimized Quadro solutions for Adobe Premiere Pro and ensure the best possible user experience.

To learn more about Adobe Creative Suite 6, and the incredible NVIDIA GPU acceleration features and benefits available, go to <http://www.nvidia.com/cs6>.

Follow NVIDIA Workstation/Quadro on [YouTube](#), and Twitter: [@NVIDIAQuadro](#).

<sup>1</sup>Based on test configuration of dual Intel Xeon 5690 3.47GHz CPUs (12 cores).

<sup>2</sup>Compared with dual Intel Xeon W5580 3.20GHz CPUs (8 cores).