

# System Requirements

## Operating Systems

- Microsoft Windows: 64-bit Windows 10
- Linux: 64-bit distribution with glibc 2.17 or higher
- Apple macOS: Big Sur (11.5) or higher

## 3D Applications Supported

- Autodesk Maya (Windows, Linux, macOS): 64-bit edition. 2016.5 or later
- Autodesk 3dsMax (Windows): 64-bit edition. 2014 or later
- Maxon Cinema 4D (Windows and macOS): 64-bit edition. R21 or later
- Maxon Cinema 4D (Linux CommandLine): 64-bit edition. R21 or later
- SideFX Houdini (Windows, Linux): 64-bit edition. 17.0 or later
- SideFX Houdini (macOS): 64-bit edition. 18.0 or later
- The Foundry Katana (Windows, Linux): 64-bit edition. 3.0v1 or later
- Blender (Windows, Linux): 64-bit edition. 2.83LTS or later

## Minimum

- 8GB of system memory
- Processor with SSE2 support (Pentium4 or better)
- For Windows and Linux: NVIDIA GPU with CUDA compute capability 5.0 or higher and 8GB VRAM
- For macOS: Apple M1 16GB or "Navi" or "Vega" AMD GPU or later and 8GB VRAM or more. See GPU list below
- Single GPU

## Recommended

- 16GB of system memory or more
- Core i7 or Xeon equivalent, 3.0GHz or higher
- For Windows and Linux: NVIDIA GPU with CUDA compute capability 7.0 or higher and 10GB of VRAM or more. We recommend an NVIDIA Quadro, Titan or GeForce RTX GPU for hardware-accelerated ray tracing.
- For macOS: Apple M1 16GB or "Navi" or "Vega" AMD GPU or later and 8GB VRAM or more. See GPU list below
- Multiple GPUs

## Windows and Linux NVidia GPUs

Please visit <https://developer.nvidia.com/cuda-gpus> to determine if your GPU supports compute capability 5.0 or higher

## How to determine your GPU on macOS

To find out what GPU your mac contains, click the Apple logo on the top left of the screen and then click "About this Mac".

A window like the one shown below will appear. Notice the highlighted "Graphics" line, which tells you what GPU you have.



As of Redshift v3.0.45, Apple M1 with 16GB RAM is supported on macOS

## List of supported AMD GPUs on macOS

### MacBook Pro

- Radeon Pro Vega 16/20
- Radeon Pro 5500M/5600M

### iMac

- Radeon Pro Vega 48
- Radeon Pro 5500XT/5700/5700XT

### iMac Pro

- Radeon Pro Vega 56/64

### MacPro

- Radeon Pro Vega II / Vega II Duo
- Radeon Pro W5500X/W5700X
- Radeon RX 6800/6800XT/6900XT

### Thunderbolt eGPUs

- Radeon RX Vega 56/64
- Radeon Pro WX 9100
- Radeon VII
- Radeon RX 5500/5500XT/5600XT/5700/5700XT
- Radeon RX 6800/6800XT/6900XT

Please see [this document](#) for information about macOS compatibility of specific GPUs