AUTODESK®
SMOKE® **2011**
FOR MAC OS® X

Minimum System Requirements

For the latest minimum system requirements for Autodesk® Smoke® 2011 software For Mac OS® X, please see the information at www.autodesk.com/smoke-systemrequirements.

Operating System

Smoke 2011 For Mac OS X is a 64 bit application which can run in both a 32bit or 64bit environment. It is supported only on the following operating system:

- Apple® Mac OS® X Snow Leopard® 32 and 64 bit operating system software version 10.6.3

Hardware Requirements

Autodesk Smoke 2011 software For the Mac OS X requires the following supported hardware specifications:

Component	Supported Configuration	Comments
Workstation	Mac® Pro 2008 or 2009	Smoke only runs on the Intel® Mac machines.
CPU	8 core	8 cores are beneficial when performing CPU-intensive operations, such as decoding certain formats on the fly.
CPU Type	Intel Xeon 5000 or higher	
RAM	8GB	12 GB or more recommended.
HDD	500 MB free drive space	
Graphics Card	NVIDIA® Quadro® FX 4800 or Quadro FX 5600	Since many Smoke operations are optimized to take advantage of the GPU, NVIDIA-dedicated GFX memory is required. Additional graphics memory and processing power will help increase performance.
Video Card	AJA® KONA 3	Required for audio and video I/O and monitoring.
Monitor	Support for 1920 x 1200 or 2560 x 1600	The Smoke user interface is optimally designed for these resolutions.
Optical Drive	DVD-ROM	
Peripherals	Wacom® Intuos Tablet	Pen tablet is optional, but recommended. Only Wacom Intuos2, Intuos3, and Intuos4 USB models are supported.
Keyboard	U.S. Keyboard	Required to properly map Smoke hotkeys.
Storage	Depends on project resolution and frame rate. See Storage Selection	

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Application-Specific Requirements

Component	Description
AJA	Smoke requires the 7.1 AJA® Kona 3 drivers.

Storage Selection

Smoke 2011 software For the Mac OS X does not apply compression to rendered intermediates. This means that the bandwidth requirements are higher than those for applications that use compressed media. It is important to choose the appropriate storage solution to help achieve sustained real-time playback.

The following are examples of storage requirements for various standard formats, when working with fully uncompressed material:

	Width	Height	FPS	Bit Depth	Latency (ms)	MB/frame	MB/s	GB/hour
SD - CCIR601-525 10-bit (NTSC)	720	486	30	10	33.33	1.33	40.05	140.78
SD - CCIR601-625 10-bit (PAL)	720	576	25	10	40.00	1.58	39.55	139.05
HD - 720 60p 10-bit	1280	720	60	10	16.67	3.52	210.94	741.58
HD - 1080 50i 10bit	1920	1080	25	10	40.00	7.91	197.75	695.23
HD - 1080 5994i 10-bit	1920	1080	30	10	33.33	7.91	237.30	834.27
HD - 1080 60p 10-bit	1920	1080	60	10	16.67	7.91	474.61	1668.55
Film - 2K 10-bit	2048	1556	24	10	41.67	12.16	291.75	1025.68
Film - 2k 12-bit unpacked (16-bit)	2048	1556	24	16	41.67	18.23	437.63	1538.53

Before configuring your storage to work with Smoke 2011 running on the Mac OS X operating system, please contact your storage reseller to make sure your storage can fulfill the requirements for your frame format.

Recommended File System. For optimal performance, Autodesk recommends using the default Mac OS Extended Journaled (HFS+) filesystem for your system drive, and your media storage volume (framestore).

Consult your Mac OS X documentation for information on formatting your drives to the recommended filesystems.

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