

# HARDWARE REQUIREMENTS

Usecase	recommended Specs	minimum Specs
<p><b>OFFLINE RENDERING</b></p> <p><i>AS3D Images and Video</i></p> <p>Software: ioPlayer 2.0</p>	<p>CPU: Intel® Core™ i5-10400T (6-Core 2.0GHz - 3.6GHz)</p> <p>Graphics: NVIDIA GTX 1080 or AMD Radeon RX 5700</p> <p>RAM: 8GB</p> <p>SSD: 256GB</p> <p>HDMI 2.0</p>	<p>CPU: Intel Core™ i5-7500T (quad-Core 2.7 GHz - 3.3 GHz)</p> <p>Graphics: NVIDIA GTX 1060 or AMD Radeon RX 580</p> <p>RAM: 4GB</p> <p>SSD: 128GB</p> <p>HDMI 2.0</p>
<p><b>REALTIME RENDERING</b></p> <p><i>Interactive AS3D Unity Applications</i></p> <p>Software: Unity 3D CREATOR Unity 3D DISPLAY MODELVIEWER</p>	<p>CPU: Intel® Core™ i7-10700 (8-Core 2.90 GHz - 4.8 GHz)</p> <p>Graphics: NVIDIA RTX 3070 / RTX 3080 / Quadro A5000</p> <p>Graphics: AMD Radeon™ RX 6900-XT</p> <p>RAM: 32GB or more</p> <p>SSD: 512GB or more</p> <p>HDMI 2.0</p>	<p>CPU: Intel® Core™ i5-10400F (six-core 2.9 GHz, up to 4.3 GHz)</p> <p>Graphics: NVIDIA RTX 2070</p> <p>Graphics: AMD Radeon™ RX 5700 XT</p> <p>RAM: 16GB</p> <p>SSD: 128GB</p> <p>HDMI 2.0</p>