

NVIDIA GPUs power

Adobe Creative Cloud

DESIGN APPLICATIONS

- > Photoshop CC
- > Illustrator CC



VIDEO APPLICATIONS

- > Premiere Pro CC
- > After Effects CC
- > SpeedGrade CC
- > Adobe Media Encoder CC
- > Adobe Anywhere





Premiere Pro CC

DO YOUR BEST WORK, FASTER, WITH REAL-TIME VIDEO EDITING

NEW FEATURES IN NVIDIA GPU-ACCELERATED ADOBE PREMIERE PRO CC

4K Breakthrough: GPU Debayering for Fast RED Media

- NVIDIA GPU-enhanced real-time RED Camera media 4K playback for accelerating debayering
- speed breakthrough eliminates the need for editors to purchase a dedicated RED ROCKET card
- reducing cost and system-configuration issues

Feathered Masking

- Dynamic Mask Tracking and Feathered Masking for automatic image.

Master Clips

- GPU-accelerated effects in the Mercury Playback Engine can now be applied to multiple sub-clips
- Speeding up the entire editing timeline management process.

Mac Optimizations

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After Effects CC

BOOST MOTION GRAPHICS WITH A SIMPLIFIED 3D

Adobe® After Effects® CC simplifies and accelerates the motion graphics workflow with an amazing 3D ray-traced rendering engine based on NVIDIA® OptiX™ technology. You can now simply and quickly design realistic geometric text and shapes in 3D space, eliminating the traditional time-consuming back and forth with external 3D tools. This new ray-tracing feature becomes truly interactive with NVIDIA GPUs, delivering final frames nearly 40x faster than with high-end CPUs alone.

3D Ray Tracing

GPU-accelerated ray tracing enables 3D beveled and extruded text and shapes to be created directly inside After Effects CC at maximum speeds without the need for an external animation tool. Design more physically accurate scenes to create beautiful results such as reflections, transparency, soft shadows, and depth-of-field blur with NVIDIA GPUs and interact smoothly with the new Live 3D pipeline between After Effects CC and Cinema 4D.

Global Performance Cache

The Global Performance Cache feature makes After Effects CC faster and more responsive than ever before by taking full advantage of the power of your computer's hardware. NVIDIA GPUs allow you to accelerate previews when drawing images to the screen for a highly interactive experience .





SpeedGrade CC

ENHANCE EVERY PRODUCTION WITH REAL-TIME PROFESSIONAL COLOR GRADING

Take Adobe® SpeedGrade® CC performance to a whole new level with NVIDIA® Quadro® GPUs for real-time professional color grading in the Lumetri Deep Color Engine. Create the perfect lighting and color quickly and intuitively with NVIDIA graphics cards to add character and mood to any production.

Faster, Easier Production Workflows

The GPU-accelerated Look Manager in Adobe SpeedGrade CC lets you easily organize and access grading presets. Integration within Adobe Premiere Pro CC enables pre-defined Looks to be applied directly within the video-editing workflow. Plus, you can simplify the tedious, time-consuming task of matching clips with the GPU-accelerated Shot Matcher. It lets you automatically correct for subtle differences in footage to achieve a consistent feel between clips, within scenes, and across your entire project.

Lumetri Deep Color Engine and GPU Acceleration

Quadro GPUs deliver the real-time color grading you want for RAW, High Dynamic Range, or Stereoscopic 3D content with the Lumetri Deep Color Engine. This means you can color correct multiple layers and design your looks more efficiently and quickly.





Adobe Media Encoder CC

BRING GPU-ACCELERATED VIDEO OUTPUT TO VIRTUALLY ANY SCREEN

Take Adobe® SpeedGrade® CC performance to a whole new level with NVIDIA® Quadro® GPUs for real-time professional color grading in the Lumetri Deep Color Engine. Create the perfect lighting and color quickly and intuitively with NVIDIA graphics cards to add character and mood to any production.

GPU-Enabled Rendering

Adobe Media Encoder CC leverages the Mercury Playback Engine, which uses NVIDIA GPUs to drive many of your everyday media output operations. Speeding up tasks such as scaling, pixel format conversions and de-interlacing enables a smooth and efficient production workflow.

Automated Image Processing

GPU-accelerated video effects can now be added directly from within AME, allowing editors to quickly create stunning results without the need for a separate Adobe Premiere Pro CC editing process. Media output can easily be customized to include effects like Lumetri Looks, watermarks, time code overlays, and image composite to use fast GPU processing.

Background Project Rendering

Both single render and queued modes support GPU acceleration, so **Adobe Premiere Pro CC** and **After Effects CC** projects can be rendered much faster in the background. Let AME work for you in the background, while you continue to create with other applications.

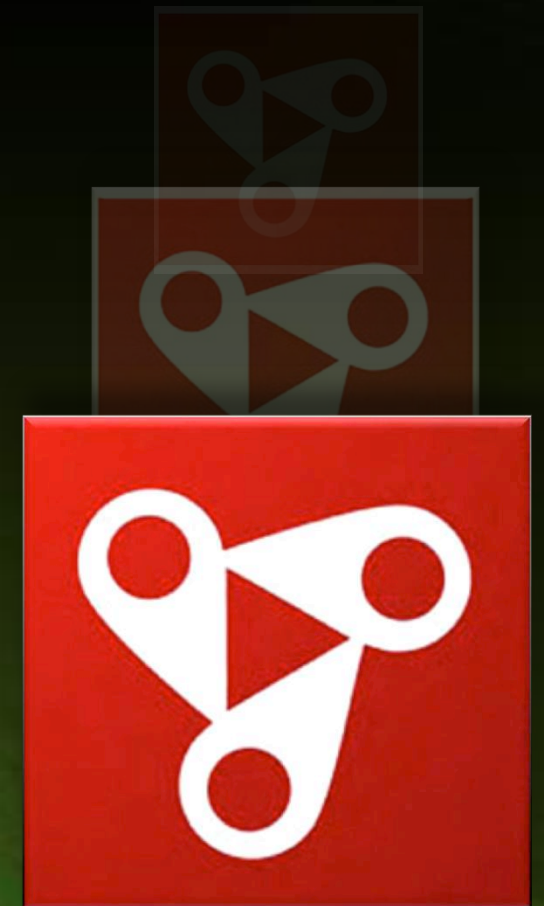




Adobe Anywhere

Powerful collaborative video platform for connected workgroups

This exciting new collaborative platform lets video editors, visual effects artists, and other creative professionals work together seamlessly using centralized media across virtually any network. Adobe and NVIDIA have worked closely together to deliver ultra-fast performance and smooth remote accessibility with NVIDIA® Tesla® GPUs a key requirement in Adobe recommended servers. Adobe Anywhere is hosted on-premise, enabling enterprise workgroups to create and collaborate on digital video productions from nearly any location with a network connection. Its collaborative capabilities are embedded directly in current versions of Adobe Premiere Pro CC, Prelude CC and After Effects CC.





Photoshop CC

FAST, FLEXIBLE, FLUID, AND NOW READY FOR NVIDIA GRID™

NEWEST GPU-ACCELERATION IN PHOTOSHOP CC

Blur Gallery Motion Effects

Use NVIDIA GPUs to smoothly and quickly bring a sense of motion, drama, and excitement to your images. GPU support in the blur gallery has been expanded to a new set of amazing effect options, such as Path Blur that lets you add blur along any straight or curved path to create an illusion of motion. Also, the new Spin Blur lets you create a spinning look to objects like a tire or ferris wheel, simply by applying a circular and elliptical blurs.

Focus Mask

Photoshop CC can create an initial mask automatically by selecting the in-focus areas of your image. An NVIDIA GPU speeds up the process for a natural, interactive experience. Focus Mask also works well with headshots and other images that have shallow depth of field.

Fast, High-Quality Upsampling

NVIDIA GPUs now enables faster upsampling, which has been improved to preserve image details even more effectively in the process. This is helpful in applications like extracting a video frame to create a clean, high-quality photo.





Illustrator CC

CREATE ILLUSTRATOR CC DESIGNS 10X FASTER WITH NVIDIA GPUs

Professional designers now get a powerful productivity boost with new NVIDIA GPU acceleration of Adobe Illustrator CC, which speeds up the entire canvas for all features and functions. This new experimental¹ feature enables real-time interactivity for designers, regardless of image size, feature mix or display resolution. Designers need smooth interactivity with the creative tools they use. But artwork complexity and growing display resolutions make it increasingly difficult for the CPU to keep up with the fill rate. The result is choppy response times, which disrupt and stifle creativity. Now with NVIDIA GPUs, Illustrator CC canvas performance is boosted over 10x faster than with CPUs alone.

ACCELERATE ILLUSTRATOR CC WITH ADVANCED NVIDIA TECHNOLOGIES

Adobe Illustrator CC uses an NVIDIA technology called NV Path Rendering, implemented as an extension to OpenGL, an open standard for graphics performance. Adobe and NVIDIA collaborated closely to weave this technology into Illustrator CC. Path rendering specifies a scene as a sequence of resolution-independent outlines, known as paths that can be filled or stroked. Unlike bitmap images, path rendering content can be arbitrarily zoomed and rescaled without pixelized results. Today most path rendering is performed with the CPU. However, in the same way nearly all 3D rendering is now performed on the GPU, applications based on path rendering are beginning to migrate to the faster and more efficient GPU. Check NVIDIA's Developer Zone for more information on [NV Path Rendering](#).



