SPECapc™ for Maya™ 2023 Benchmark Run Rules

SPECapc for Maya 2023 is performance evaluation software for vendors and users of computing systems running Maya 2023 digital content creation software.

The benchmark consists of 47 tests using eleven different models. Eight different graphics tests in various modes and five different CPU tests. The graphics-oriented tests use six different Maya view settings -- Shaded, Shaded SSAO, wireframe on shading, wireframe on shaded SSAO, textured, textured SSAO. Various tests measure both animation and rotation performance.   Five CPU tests within the benchmark perform CPU ray tracing and evaluation caching in various modes. The benchmark features 11 models, with the largest containing 7.8 million triangles.

Evaluation caching is measured with four different combinations: On, Off, With and Without GPU Override. Evaluation caching improves animation performance by caching computation during animated scenes. It is extremely memory intensive showing best results with large amounts of both system memory and GPU video ram. With lower amounts of either, the performance results can show variability from run to run. For the evaluation caching tests, at least 32GB of system ram is recommended.

This document outlines the system requirement, initialization and execution steps required for a rules compliant run of the benchmark.

Benchmark System Requirements

- Autodesk Maya 2023, fully licensed. Please be aware that performance may differ between service packs so the best comparison is with the same version of service packs.
- Microsoft Windows 10 or 11 64-bit as supported by Autodesk Maya
- Windows Display scaling set to 100%
- Minimum 1920 x 1080 display resolution
- Minimum 16GB of system memory
- Graphics hardware that fully supports Maya 2023.

Benchmark Execution

1. Set display resolution to a minimum of 1920 x 1080.
2. Reboot the benchmark system.
3. From the Start menu, select

   Start -> SPECapc -> SPECapc Maya 2023

   This will bring up the benchmark interface and allow the user to select the multi sample anti-aliasing setting with which the benchmark will be run.
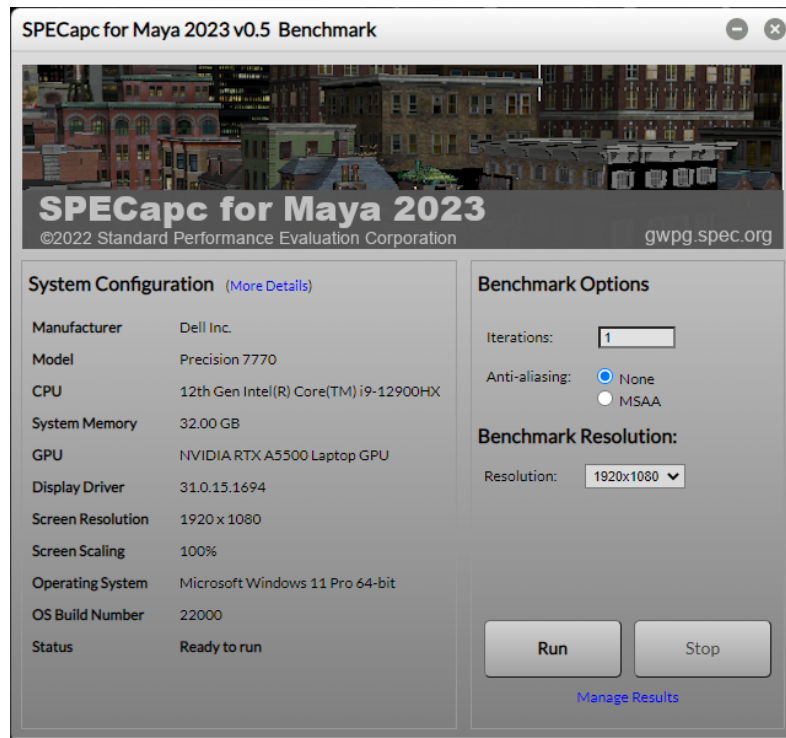
Benchmark Results

Results from previous iterations of the benchmark are stored in individual sub-directories within the directory: c:\users\username\Documents\SPEC Results\SPECapc for Maya 2023

This directory can also be found by selecting "Manage Results" within the benchmark UI and then clicking the folder icon next to a listed result.
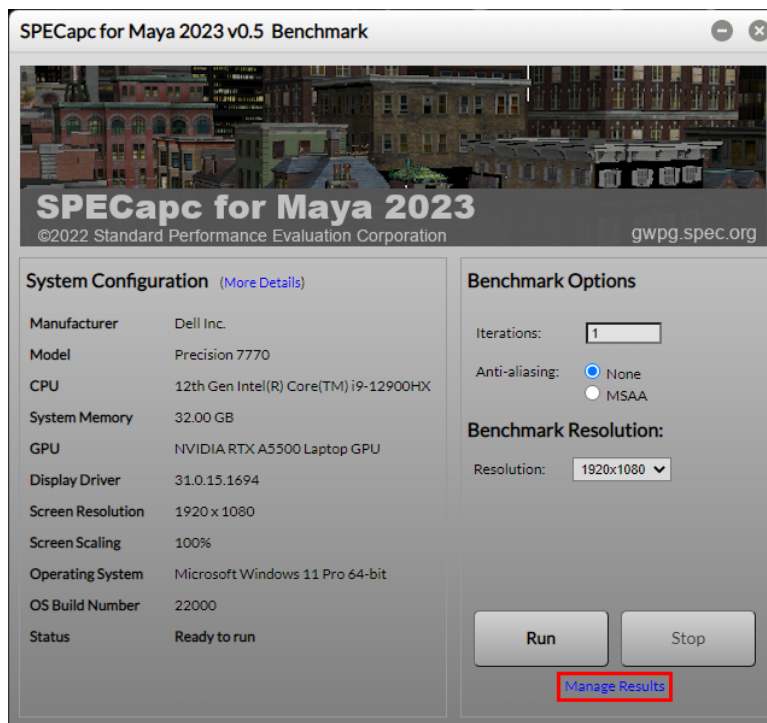
Results Submission

Benchmark results can be submitted for review and publication on the SPEC website. When submitting results for review, they should be packaged in a specific format. Properly formatted packages can be automatically generated by selecting "Manage Results" within the benchmark UI, checking the box next to the desired results, and selecting "Package Selected Results". Please note that the "Submission Details" section should be completed before generating a submission package.

If manually creating a submission package, please ZIP the results directories in the following directory structure:

./company-name/system-1/Maya2023/results-directory/

./company-name/system-2/Maya2023/results-directory/

./company-name/system-3/Maya2023/results-directory/

The ZIP file should be named as *company-name_apcMaya2023_v0.zip*, where *company-name* is the name of the member company or organization.