

USER GUIDE

AMD

Software
PRO Edition

AMD VIEWPORT BOOST

Get started with an
intelligent viewport.

AMD
together we advance_

Overview

AMD Viewport Boost is a dynamic resolution technology designed to improve frame rate in GPU-limited scenarios. By intelligently lowering resolution only in scenarios where fast in-viewport movement is detected, a significant improvement in interactivity can be gained without a major impact to user-perceived image quality.

Compatible Software Applications

Viewport Boost is compatible with the following applications.

- Autodesk® Revit® 2024
- Autodesk® 3ds Max® 2024
- Epic Twinmotion Community Edition
- Unreal Engine 4 Standard Versions

Target Use Cases

A 4K resolution display, or greater, provides the best experience with Viewport Boost as workflows are more likely to be GPU-limited.

- Autodesk Revit
Panning, rotating, or orbiting with Realistic mode, and transparency enabled.
- Autodesk 3ds Max
Panning, rotating, or orbiting a zoomed model with high anti-aliasing and “High Quality” Shading
- Epic Twinmotion
Panning, rotating, or orbiting with Ultra mode while in Full Screen mode (F12) (e.g. Twinmotion “Demo Room”)
- Unreal Engine Packaged Projects
Panning, rotating, or orbiting at highest visual settings.

Compatible Graphics


AMD Viewport Boost is compatible with the below professional graphics products. Please use AMD Software: PRO Edition 2024.Q1 or newer.

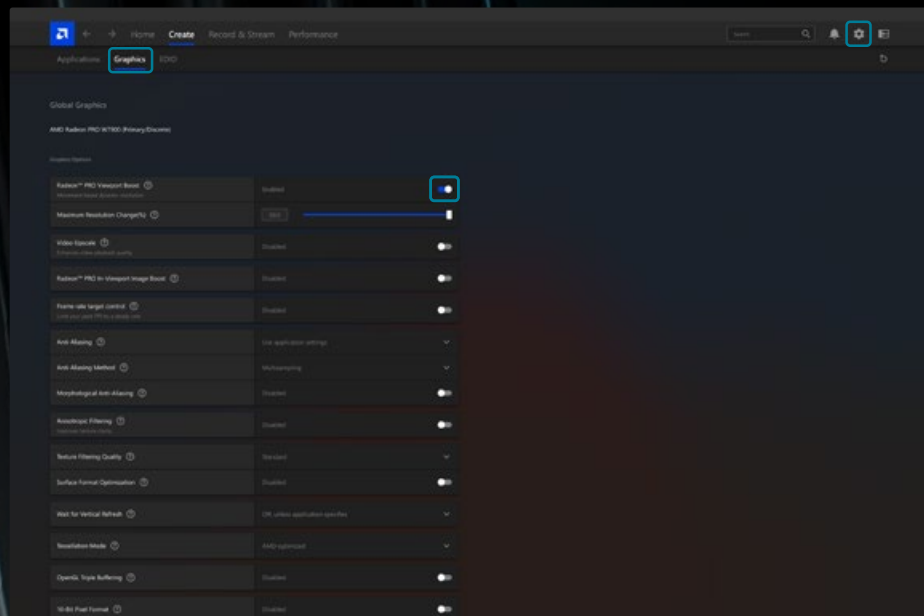
- AMD Radeon™ PRO W7000 series
- AMD Radeon™ PRO W6000 series
- AMD Radeon™ PRO W5000 series
- AMD Radeon™ PRO WX series

Feature Enablement

AMD Viewport Boost can be enabled either globally for all compatible applications or on a per-application basis.

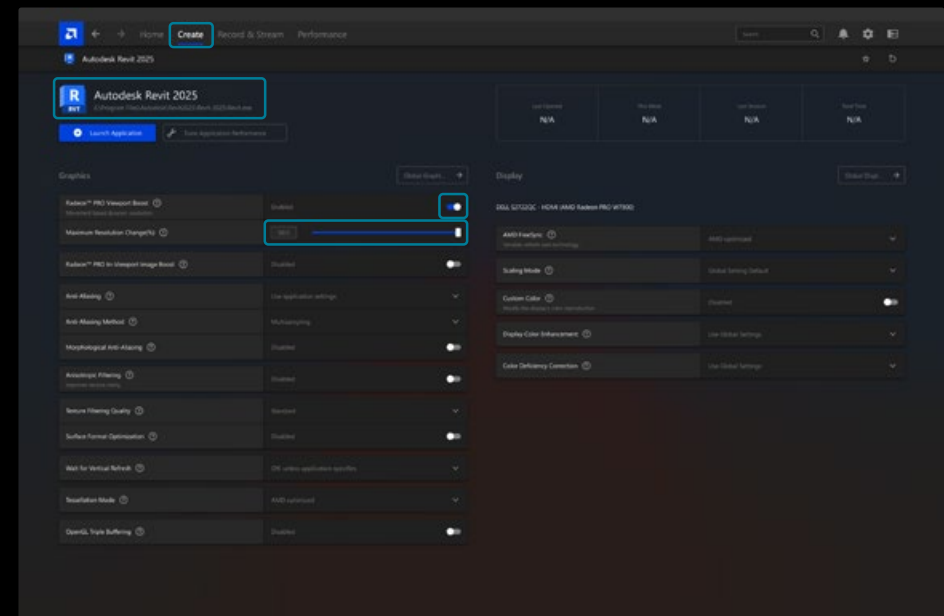
GLOBAL ENABLEMENT

Click  and navigate to the “Graphics” tab. Enable Viewport Boost and set minimum resolution as required.



PER-APPLICATION ENABLEMENT

In the “Create” tab, click on a compatible application. Enable Viewport Boost and set minimum resolution as required.



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