



# HD MODE RECONSTRUCTION SPEED

Recommended hardware specifications

	SLOW	NORMAL	FAST
<b>GPU</b>	<b>Nvidia GeForce 16 Series</b> (1650)  <b>Nvidia GeForce 10 Series</b> (1050Ti > 1050)  <b>Nvidia GeForce 900 Series</b> (960 or 960M and higher)  <b>Nvidia Quadro</b> P spec (P2000 and higher) T spec (T2000 and higher) M2000M	<b>Nvidia GeForce 16 Series</b> (1660Ti > 1660 Super > 1660)  <b>Nvidia GeForce 10 Series</b> (1070 > 1060)  <b>Nvidia Quadro</b> RTX 3000 P4000 (desktop) P3200, M3000M and higher (mobile)	<b>Nvidia GeForce RTX 30 Series</b> (3090 > 3080 > 3070)  <b>Nvidia GeForce RTX 20 Series</b> (2080 > 2070 > 2060)  <b>Nvidia GeForce GTX 1080 / Ti</b>  <b>Nvidia Quadro</b> RTX 4000, P5000 and higher (desktop) P4200 and higher (mobile)  <b>Nvidia Titan family</b> (RTX > V > Xp)
<b>RAM</b>	32 GB	32 to 64 GB	64 GB and more (128 GB for very large projects)
<b>CPU</b>	Intel i5, i7	Intel i7 and i9 family starting from i*-7xxx	Intel i7 and i9 family starting from i*-9xxx

GPU VRAM: at least 2GB of VRAM required, 6+ GB recommended

CUDA: 6.0 or higher recommended (Pascal architecture and higher) <https://en.wikipedia.org/wiki/CUDA>

External GPU: Razer Core X - Thunderbolt™ 3 eGPU case — tested with 20x0 Nvidia family  
AKiTiO and Startech Thunderbolt 3 cases — untested, but expected to function similarly

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