cebas Visual Technology Inc. finalFluid Subscription Licenses and Technical Specs

finalFluid is offered as a yearly subscription only. A single License of finalFluid is good for one workstation at a time and does not include any network simulation options. finalFluid may be able to use multiple GPUs, installed in one workstation. However, due to the complexity of hardware component inter-compatibility there is no guarantee of any advantage in simulation speed compared to single GPU systems.
finalFluid is a highly optimized hardware dependent software package and solely runs on latest NVIDIA GPU hardware.

The latest finalFluid EULA can be found within the Online Manual.

Frequently Asked Questions:

Q: Will finalFluid work with my PC ?

For CPU requirements we have: Intel compatible CPU with SSE4.2. The GPU needs to be an NVIDIA GPU with a minimum support of the following features:

1.) finalFluid requires a DX11 capable GPU and Windows
2.) Nvidia GTX Graphics card with a minimum of 4GB (suggested a dedicated additional 8GB Card)
3.) Latest 3ds Max Release
4.) Enough hard-disk (better SSD) space to write gigabytes of simulation data caches.

Q: I have only one NVIDIA CUDA Card in my Workstation. Will this work?

While it is possible to run finalFluid just with one GPU card in a system, the recommended setup is to have one dedicated Display card and one dedicated GPU simulation card. This will prevent your Windows display from freezing when the GPU is under heavy load.

Q: Does finalFluid support multiple GPUs ?

finalFluid has an option to support multiple GPUs. Keep in mind that even though Multi GPU support can be selected, the real world speed gain highly depends on the hardware configuration and MULTI GPU setup. It is beyond the scope of finalFluid installation and manual to educate on MULTI GPU setups with NVIDIA cards.

Q: What is the difference between the FREE Public BETA and the commercial Release 1.x ?

We introduced the free PUblic BETA program to enable everyone to take part in sculpting the future real-time workflow inside of 3ds Max. Besides a “Feature FREEZE: on the public beta (it is as is), there are also notable differences between the two versions.
Find below a short list of differences.

	finalFluid Public BETA	finalFluid Release 1.x
3ds Max 2021/2022/2023	✓	✓
NVIDIA GPU Support	✓	✓
Particle Emitters	✓	✓
Procedural Parameter Control	✓	✓
MP4 Preview Export	✓	✓
DirectVolumeRendering Support	✓	✓
Fuel Emitters	4	**Unlimited**
Force Fields	2	**Unlimited**

	finalFluid Public BETA	finalFluid Release 1.x
MP4 Preview Export > 800		✓
Bug Fixes and Updates		✓
3ds Max 2023 and Newer		✓
Color Grid Export		✓
Velocity Grid Export		✓
Create Force from Mesh		✓
Custom Simulation Start-Time		✓
Use Stored VDB for Rendering		✓
Particle Cloud Emitter		✓
SDF Texture Map Control (Emitter & Collider)		✓
Collider Motion Inheritance		✓
Particle Emitter Export (VDB)		✓
Velocity Data Channel Control		✓
Multi-Threaded VDB Export		✓