



Future versions of Cinema 4D and Redshift will require AVX2 support on Windows and Linux.

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Future System Requirements for Cinema 4D and Redshift

Bad Homburg, June 7, 2023 - At Maxon, we have always strived to maximize performance by taking advantage of the latest in hardware technologies. We recognize maintaining backward compatibility is essential to not disrupting our customers' production pipelines. However, there are often significant advancements in hardware performance that make maintaining backward compatibility an unattainable goal.

Consequently, in order to continue to take full advantage of technological advancements, future versions of Cinema 4D and Redshift will require the

AVX2 instruction set. Changes are expected later this year, so it is highly recommended that users anticipate these updates and their impact on your pipeline.

AVX2

Introduced with 2013's Intel Haswell processor and later in AMD's Excavator CPU family, the AVX2 (Advanced Vector Extensions 2) instruction set provided new features, instructions and a new coding scheme to developers.

As Maxon continues to modernize and improve Cinema 4D and Redshift over time, the inclusion of the AVX2 set will now become a requirement moving forward. Most users won't be impacted as the obsolete CPUs are 8 to 10 years old. But for those who will be affected, we want you to understand in advance that future versions of Cinema 4D and Redshift will not run on their legacy systems.

Obsolete CPUs are:

- Anything before Q2 2013 from Intel Desktop CPUs
- Anything before Q2 2013 from Intel Server CPUs (AVX2 introduced with the Xeon-Haswell based family of CPUs)
- Anything before Q2 2015 from AMD CPUs (AVX2 introduced with Excavator family of CPUs)

If you have any doubts as to whether your CPU utilizes AVX2, you can use [CPU-Z](#) to evaluate the instruction sets supported by your CPU.

We understand this may be a challenge, but we believe finding a balance between supporting older technology and embracing modern technology is an important step in keeping our software ready for the future.

About the Nemetschek Group

The Nemetschek Group is a globally leading software provider for digital transformation in the AEC/O and media industries. Its intelligent software solutions cover the entire lifecycle of building and infrastructure projects and enable creatives to optimize their workflows. Customers can design, build,

and manage buildings and infrastructures more efficiently and sustainably and develop digital content such as visualizations, films and computer games more creatively. The software provider is driving innovations such as digital twins as well as open standards (OPEN BIM), and sustainability in the AEC/O industry, constantly expanding its portfolio by also investing in deep-tech startups. Currently more than seven million users worldwide are shaping the world with the customer-focused solutions of our four divisions. Founded by Prof. Georg Nemetschek in 1963, the Nemetschek Group today employs around 3,600 experts globally.

Publicly listed since 1999 and quoted on the MDAX and TecDAX, the company generated revenues amounting to EUR 801.8 million and an EBITDA of EUR 257.0 million in 2022.

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