System Requirements

In general, Arnold is going to work on pretty much any **64-bit** system where Houdini, Maya, Cinema 4D, 3ds Max, or Katana works. However, there are some minimum requirements:

- OS X 10.11 or later
- Windows 7 or later, with the Visual Studio 2015 redistributable
- Linux with at least glibc 2.12 and libstdc++ 3.4.13 (gcc 4.4.7). This is equivalent to RHEL/CentOS 6
- CPUs need to support the SSE4.1 instruction set
- Optix™ denoiser requires an NVidia GPU with **CUDA™ Compute Capability 5.0** and above
- Arnold GPU works on Linux and Windows and requires an NVIDIA GPU of the Turing, Volta, Pascal, or Maxwell architecture. See [Getting Started with Arnold GPU](#) for more information.