Beyond Fast: GeForce RTX 4060 GPU Family Gives Creators More Options to Accelerate Workflows, Starting at $299

Plus, D5 Render software adds NVIDIA DLSS 3, ‘Into the Omniverse’ launches and NVIDIA artist Daniel Barnes shares his wormhole animation this week ‘In the NVIDIA Studio.’

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Editor’s note: This post is part of our weekly In the NVIDIA Studio series, which celebrates featured artists, offers creative tips and tricks, and demonstrates how NVIDIA Studio technology improves creative workflows. We’re also deep diving on new GeForce RTX 40 Series GPU features, technologies and resources, and how they dramatically accelerate content creation.

The GeForce RTX 4060 family will be available starting next week, bringing massive creator benefits to the popular 60-class GPUs.

The latest GPUs in the 40 Series come backed by NVIDIA Studio technologies, including hardware acceleration for 3D, video and AI workflows; optimizations for RTX hardware in over 110 of the most popular creative apps; and exclusive Studio apps like Omniverse , Broadcast and Canvas .

Real-time ray-tracing renderer D5 Render introduced support for NVIDIA DLSS 3 technology, enabling super smooth real-time rendering experiences, so creators can work with larger scenes without sacrificing speed or interactivity.

Plus, the new Into the Omniverse series highlights the latest advancements to NVIDIA Omniverse , a platform furthering the evolution of the metaverse with the OpenUSD framework. The series showcases how artists, developers and enterprises can use the open development platform to transform their 3D workflows. The first installment highlights an update coming soon to the Adobe Substance 3D Painter Connector.

In addition, NVIDIA 3D artist Daniel Barnes returns this week In the NVIDIA Studio to share his mesmerizing, whimsical animation, Wormhole 00527 .

The GeForce RTX 4060 family is powered by the ultra-efficient NVIDIA Ada Lovelace architecture with fourth-generation Tensor Cores for AI content creation, third-generation RT Cores and compatibility with DLSS 3 for ultra-fast 3D rendering, as well as the eighth-generation NVIDIA encoder (NVENC), now with support for AV1.

3D modelers can build and edit realistic 3D models in real time, up to 45% faster than the previous generation, thanks to third-generation RT Cores, DLSS 3 and the NVIDIA Omniverse platform.

Video editors specializing in Adobe Premiere Pro, Blackmagic Design’s DaVinci Resolve and more have at their disposal a variety of AI-powered effects, such as auto-reframe, magic mask and depth estimation. Fourth-generation Tensor Cores seamlessly hyper-accelerate these effects, so creators can stay in their flow states.

Broadcasters can jump into next-generation livestreaming with the eighth-generation NVENC with support for AV1. The new encoder is 40% more efficient, making livestreams appear as if there were a 40% increase in bitrate — a big boost in image quality that enables 4K streaming on apps like OBS Studio and platforms such as YouTube and Discord.

NVENC boasts the most efficient hardware encoding available, providing significantly better quality than other GPUs. At the same bitrate, images will look better, sharper and have less artifacts, like in the

example above.

Creators are embracing AI en masse. DLSS 3 multiplies frame rates in popular 3D apps. ON1 ResizeAI, software that enables high-quality photo enlargement, is sped up 24% compared with last-generation hardware. DaVinci Resolve's AI Magic Mask feature saves video editors considerable time automating the highly manual process of rotoscoping, carried out 20% faster than the previous generation.

The GeForce RTX 4060 Ti (8GB) will be available starting Wednesday, May 24, at $399. The GeForce RTX 4060 Ti (16GB) will be available in July, starting at $499. GeForce RTX 4060 will also be available in July, starting at $299.

Visit the Studio Shop for GeForce RTX 4060-powered NVIDIA Studio systems when available, and explore the range of high-performance Studio products.

D5 Render adds support for NVIDIA DLSS 3, bringing a vastly improved real-time experience to architects, designers, interior designers and 3D artists.

Such professionals want to navigate scenes smoothly while editing, and demonstrate their creations to clients in the highest quality. Scenes can be incredibly detailed and complex, making it difficult to maintain high real-time viewport frame rates and present in original quality.

D5 is coveted by many artists for its global illumination technology, called D5 GI, which delivers high-quality lighting and shading effects in real time, without sacrificing workflow efficiency.

By integrating DLSS 3, which combines AI-powered DLSS Frame Generation and Super Resolution technologies, real-time viewport frame rates increase up to 3x, making creator experiences buttery smooth. This allows designers to deal with larger scenes, higher-quality models and textures — all in real time — while maintaining a smooth, interactive viewport.

Learn more about the update .

NVIDIA Omniverse is a key component of the NVIDIA Studio platform and the future of collaborative 3D content creation.

A new monthly blog series, Into the Omniverse , showcases how artists, developers and enterprises can transform their creative workflows using the latest Omniverse advancements.

This month, 3D creators across industries are set to benefit from the pairing of Omniverse and the Adobe Substance 3D suite of creative tools.

An upcoming update to the Omniverse Connector for Adobe Substance 3D Painter will dramatically increase flexibility for users, with new capabilities including an export feature using Universal Scene Description (OpenUSD) , an open, extensible file framework enabling non-destructive workflows and collaboration in scene creation.

Find details in the blog and check in every month for more Omniverse news .

NVIDIA 3D artist Daniel Barnes has a simple initial approach to his work: sketch until something seems cool enough to act on. While his piece Wormhole 00527 was no exception to this usual process, an emotional component made a significant impact on it.

"After the pandemic and various global events, I took even more interest in spaceships and escape pods," said Barnes. "It was just an abstract form of escapism that really played on the idea of 'get me out of here,' which I think we all experienced at one point, being inside so much."

Barnes imagined Wormhole 00527 to comprise each blur one might pass by as an alternate star system — a place on the other side of the galaxy where things are really similar but more peaceful, he said. "An alternate Earth of sorts," the artist added.

Sculpting on his tablet one night in the Nomad app, Barnes imported a primitive model into Autodesk Maya for further refinement. He retopologized the scene, converting high-resolution models into much smaller files that can be used for animation.

“I’ve been creating in 3D for over a decade now, and GeForce RTX graphics cards have been able to power multiple displays smoothly and run my 3D software viewports at great speeds. Plus, rendering in real time on some projects is great for fast development.” — Daniel Barnes

Barnes then took a screenshot, further sketched out his modeling edits and made lighting decisions in Adobe Photoshop.

His GeForce RTX 4090 GPU gives him access to over 30 GPU-accelerated features for quickly, smoothly modifying and adjusting images. These features include blur gallery, object selection and perspective warp.

Back in Autodesk Maya, Barnes used the quad-draw tool — a streamlined, one-tool workflow for retopologizing meshes — to create geometry, adding break-in panels that would be advantageous for animating.

Barnes used Chaos V-Ray with Autodesk Maya’s Z-depth feature, which provides information about each object’s distance from the camera in its current view. Each pixel representing the object is evaluated for distance individually — meaning different pixels for the same object can have varying grayscale values. This made it far easier for Barnes to tweak depth of field and add motion-blur effects.

He also added a combination of lights and applied materials with ease. Deploying RTX-accelerated ray tracing and AI denoising with the default Autodesk Arnold renderer enabled smooth movement in the viewport, resulting in beautifully photorealistic renders.

He finished the project by compositing in Adobe After Effects, using GPU-accelerated features for faster rendering with NVIDIA CUDA technology.

When asked what his favorite creative tools are, Barnes didn’t hesitate. “Definitely my RTX cards and nice large displays!” he said.

Check out Barnes’ portfolio on Instagram .

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