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Application	OS	CPU	Speed (GHz)	RAM (GB)	GPU	GPU Memory (GB)	Speed (GHz)	Time	Price (\$/h)	Total price
Blender 192/2048 8xGB202	LIN	192	3.9	2048	8	8x96	2.43	0:01:49	\$67.929	\$2.06
Blender 96/1024 4xGB202	LIN	96	3.9	1024	4	4x96	2.43	0:02:55	\$35.527	\$1.73
Blender 48/512 2xGB202	LIN	48	3.9	512	2	2x96	2.43	0:05:14	\$19.634	\$1.71
Blender 32/256 1xGB202	LIN	32	3.9	256	1	1x96	2.43	0:09:41	\$12.203	\$1.97
Blender 16/128 1xGB202	LIN	16	3.9	128	1	1x96	2.43	0:09:46	\$9.271	\$1.51
Blender 8/64 1xGB202	LIN	8	3.9	64	1	1x96	2.43	0:09:51	\$7.804	\$1.28
Blender 192/1536 8xL40S	LIN	192	3.5	1536	8	8x48	2.52	0:02:35	\$46.245	\$1.99
Blender 96/768 4xL40S	LIN	96	3.5	768	4	4x48	2.52	0:03:54	\$24.586	\$1.60
Blender 48/384 4xL40S	LIN	48	3.5	384	4	4x48	2.52	0:03:59	\$18.284	\$1.21
Blender 64/512 1xL40S	LIN	64	3.5	512	1	1x48	2.52	0:12:28	\$12.903	\$2.68
Blender 192/768 8xL4	LIN	192	3.5	768	8	8x24	2.04	0:04:53	\$23.255	\$1.89
Blender 96/384 4xL4	LIN	96	3.5	384	4	4x25	2.04	0:08:36	\$13.018	\$1.87
Blender 48/192 4xL4	LIN	48	3.5	192	4	4x24	2.04	0:08:52	\$9.616	\$1.42
Blender 64/256 1xL4	LIN	64	3.5	256	1	1x24	2.04	0:30:35	\$6.876	\$3.50
Blender 48/192 4xL4	WIN	48	2.65	192	4	4x24	2.04	0:10:18	\$12.035	\$2.07
Blender 64/256 1xL4	WIN	64	2.65	256	1	1x24	2.04	0:51:57	\$10.126	\$8.77
Blender 192/768 8xA10G	LIN	192	3.3	768	8	8x24	1.71	0:04:46	\$27.249	\$2.16
Blender 96/384 4xA10G	LIN	96	3.3	384	4	4x24	1.71	0:08:12	\$15.093	\$2.06
Blender 48/192 4xA10G	LIN	48	3.3	192	4	4x24	1.71	0:08:29	\$11.067	\$1.56
Blender 64/256 1xA10G	LIN	64	3.3	256	1	1x24	1.71	0:28:17	\$7.835	\$3.69
Blender 48/192 4xT4	LIN	48	3.2	192	4	4x16	1.59	0:20:23	\$8.606	\$2.92
Blender 64/256 1xT4	LIN	64	3.2	256	1	1x16	1.59	1:04:29	\$8.200	\$8.81
Blender 8/32 1xT4	LIN	8	3.2	32	1	1x16	1.59	1:24:54	\$1.995	\$2.82

The scene geometric statistics:

Objects: 1,825

Vertices: 4,325,282

Edges: 8,618,386

Faces: 4,302,999

Triangles: 8,522,904

