

Table of Contents

1. Blender 4.5.11: Cycles render time for the "Barbershop" scene (8192x3432, 800 passes) 2

1. Blender 4.5.11: Cycles render time for the "Barbershop" scene (8192x3432, 800 passes)

Application	OS	CPU	RAM	GPU	Time	Price (\$/h)	Total price
Blender 192/1536 8xL40S	LIN	192	1536	8	0:02:35	\$46.245	\$1.99
Blender 96/768 4xL40S	LIN	96	768	4	0:03:54	\$24.586	\$1.60
Blender 48/384 4xL40S	LIN	48	384	4	0:03:59	\$18.284	\$1.21
Blender 64/512 1xL40S	LIN	64	512	1	0:12:28	\$12.903	\$2.68
Blender 192/768 8xL4	LIN	192	768	8	0:04:53	\$23.255	\$1.89
Blender 96/384 4xL4	LIN	96	384	4	0:08:36	\$13.018	\$1.87
Blender 48/192 4xL4	LIN	48	192	4	0:08:52	\$9.616	\$1.42
Blender 64/256 1xL4	LIN	64	256	1	0:30:35	\$6.876	\$3.50
Blender 64/256 1xL4	WIN	64	256	1	0:51:57	\$10.126	\$8.77
Blender 192/768 8xA10G	LIN	192	768	8	0:04:46	\$27.249	\$2.16
Blender 96/384 4xA10G	LIN	96	384	4	0:08:12	\$15.093	\$2.06
Blender 48/192 4xA10G	LIN	48	192	4	0:08:29	\$11.067	\$1.56
Blender 64/256 1xA10G	LIN	64	256	1	0:28:17	\$7.835	\$3.69
Blender 48/192 4xT4	LIN	48	192	4	0:20:23	\$8.606	\$2.92
Blender 64/256 1xT4	LIN	64	256	1	1:04:29	\$8.200	\$8.81
Blender 8/32 1xT4	LIN	8	32	1	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

