

Cycles X Merged Into Blender 3.0 With NVIDIA CUDA/OptiX Support, AMD HIP Pending

By *Roy Schestowitz*

Created 21/09/2021 - 9:56pm

Submitted by Roy Schestowitz on Tuesday 21st of September 2021 09:56:59 PM Filed under [Graphics/Benchmarks](#) [1]
[Software](#) [2]

Cycles X as a modernizing of Blender's Cycles rendering engine has now landed in the latest development code for Blender 3.0. Cycles X brings big performance improvements but does eliminate OpenCL support in the process.

Cycles X was one of the reasons for the delay in the Blender 3.0 release to allow time for this Cycles overhaul to land. As of yesterday, the Cycles-X branch was merged into the Blender 3.0 code-base as a major renderer update.

[3]

[Graphics/Benchmarks Software](#)

Source URL: <http://www.tuxmachines.org/node/155918>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] <http://www.tuxmachines.org/taxonomy/term/38>

[3] https://www.phoronix.com/scan.php?page=news_item&px=Blender-3.0-Lands-Cycles-X