



BMW eGPU TEST:

Test performed by MTO Color inc (Mark Todd Osborne) Sunday, Aug at post house Blacklist in Hollywood (Tims Johnson). I've colored several features there and just finished a 10 episode TV Show "Man At Arms: Art of War Season 2. We took a 2 min. piece from Episode 10 for the test. The media is comprised of Apple prores 422, prores 422 HQ, Sony XAVC (.mxf) and Phantom Cine Files.

Work was performed on: 2016 MacPro Laptop 15" Screen
 High Sierra 10.13.4
 16 GB RAM
 Radeon Pro 460 4096 mb
 Intel HD 530/1536 mb
 Quad Core / Internal 1TB SSD Drive



Before performing tests, we tested the speed of the SSD drives being used with Blackmagic Speed Test App:

Internal SSD Drive was clocking at 1800 / 2136 MBs (write / read)

External SSD Drive was clocking at 800 / 800 MBs (write / read)

We duplicated the 2min timeline, with normal color corrections, 3 times.

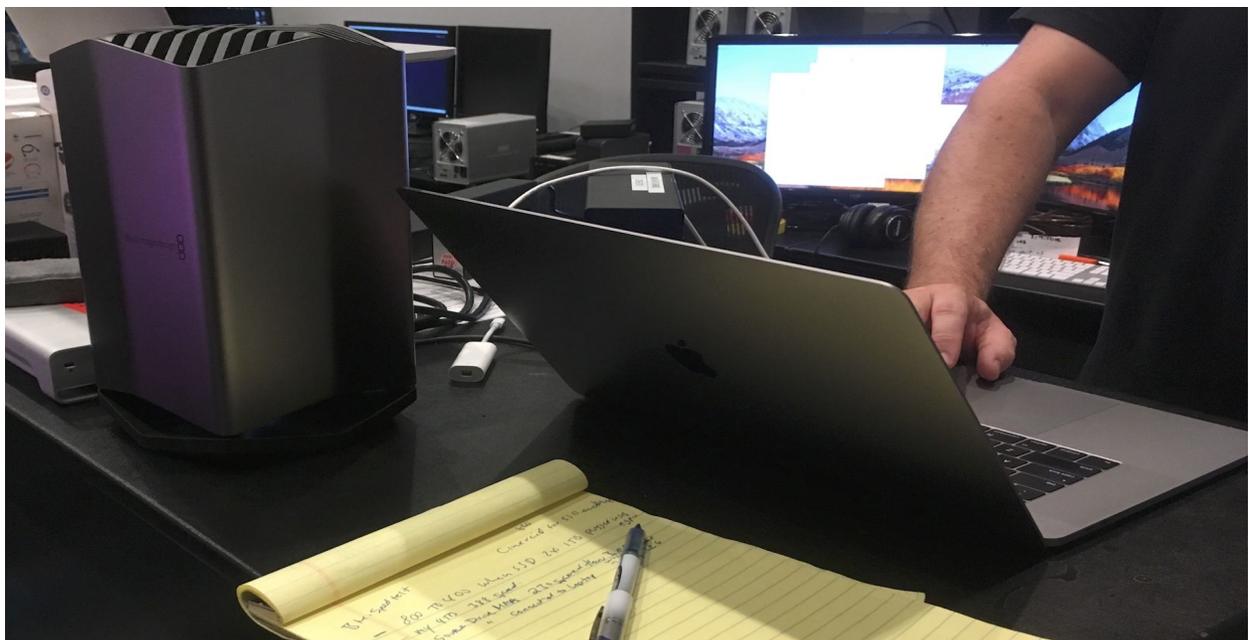
On the 1st timeline: normal corrections. Nothing special, primary grades mostly. No nr or open fx

On the 2nd timeline: normal corrections, plus heavy Noise Reduction Added to each clip.

On the 3rd timeline: normal corrections, plus several heavy resolve open fx plug ins like lens flares, glows, etc..

1st round of exports were to prores 444, with source media on the internal ssd drive going out to the external ssd drive. 2nd round of exports were to prores 444, with source media on the external ssd drive going out to the internal ssd drive. **We found no significant change in render time, either direction.**

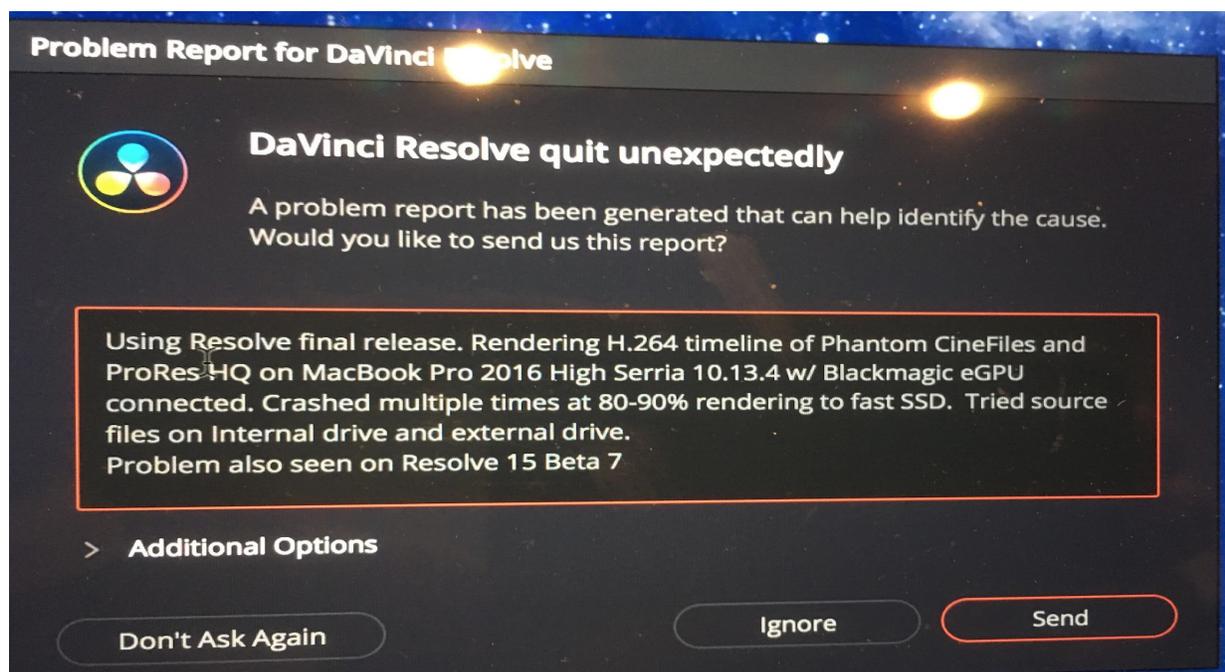
We first exported without the eGPU connected and then with the eGPU connected. **Overall, we noticed 3X faster on timeline 1 and 3 with the Blackmagic eGPU connected.** The open fx didn't seem to slow down the render time much at all. **The render time on timeline 2, with the heavy noise reduction, exported at approx. 2X faster--and we were pushing it hard.** There wouldn't normally be that much noise reduction used, as high as we set it per shot, in an average color session.



Once done with that, we did the same export test but going to H.264, instead of prores 4444.

Since H.264 is highly compressed, we were impressed with how fast it exported, roughly 7- 8 seconds quicker than prores.

But the problem was, it always crashed during export. And when exporting H.264, it was making the laptop get real hot. We were in R15 beta 7 at first, so we then switched to the full version of R15, just released that night. No change. Same problem. Kept hard crashing the laptop, so we deduced it's a R15 software problem and we did send a crash report to Blackmagic about this, as they should look into this. (see attached still).



That was the only issue we found. Overall, very impressed with the 3X export speed and good general playback of the main timeline#1 with color corrections, when connected to the eGPU.

Cheers,

MTO.

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