



The Spark Rendering Server is a multi-functional Appliance and a vital tool in the 3D Rendering and production workflow pipeline. This single system, when combined with a rendering farms and production workstations, creates an effective and economical overall solution. Available in different capacities ranging from 16 drive bays to 96 drive bay with multiple expansion chassis.

### File Storage Server

Provides fast, secure central storage, with most RAID levels including 5 & 6.

Windows Unified Data Storage Server 2003 Operating System, is a platform designed for the integrated network attached storage (NAS) system where both file and block data management become simple, scalable and flexible. WUDSS is an integrated solution offering file-level and block-level storage within the same system.

### Rendering Deployment Server

Rendering Deployment automates the submission, control of batch rendering jobs to each node in the rendering farm. The centrally stored texture maps are integrated and the rendered files are stored on the secure storage RAID. Jobs in-process can be monitored, job priorities set and changed and any fail renders are automatically resubmitted.

Existing workstations or computers on the network can be included, scheduled and managed as rendering nodes in the workflow. This is an excellent strategy for incorporating idle or overnight computer utilization.

### Remote Management Server

Each blade in the rendering farm or rendering nodes can be managed remotely. Also the storage array, user accounts and most other functions on the Rendering Server can be managed from any local or remote location.

### Collaborative Workflow Server

The Rendering Server can be configured with sufficient network bandwidth to enable multiple users to edit, composite, produce and finish files right on the server, without the need to transfer file back to individual workstations. Users can employ collaborative work-flows in their 3D and video production. Network connections can be increased to accommodate the required throughput even for HD production.

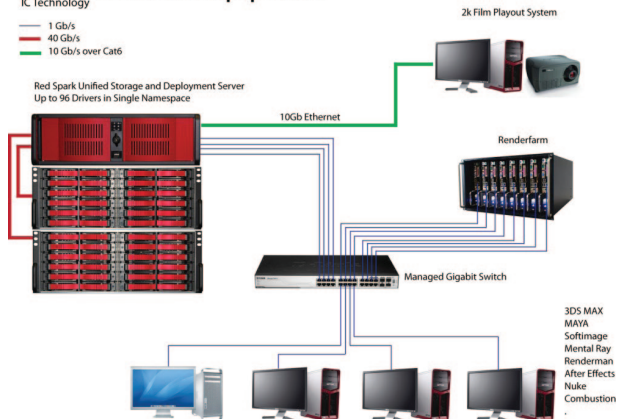
### Blade Image Deployment Server

The most effective and fast recovery strategy is to maintain a complete image of each rendering node on the server. A failed node can be quickly recovered without the need to re-install all of the required software on each node. Using the imaging and recovery tools, together with the remote management capability of the Intel rendering blades, each node can be remotely managed and recovered from the stored image on the server.

### Economy

By combining all of the required functions on one server, the complete solutions is very cost-effective and easy to administer and manage.

### Film Production pipeline



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