

iray® for Cloud Computing

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- Founded 1986, ca. 95 staff
- Based in Berlin, San Francisco, Melbourne
- NVIDIA subsidiary since Nov. 2007
- Fundamental, patented technologies
- Academy Award® winning product
- Global leader in 3D component SW:
10+ million seats installed
- OEM business model, key markets:
- Digital Content Creation
- Computer Aided Design

mental images®

Worldwide Leader in Photorealistic Rendering

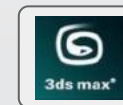
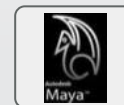


Image rendered with iray in RealityServer.

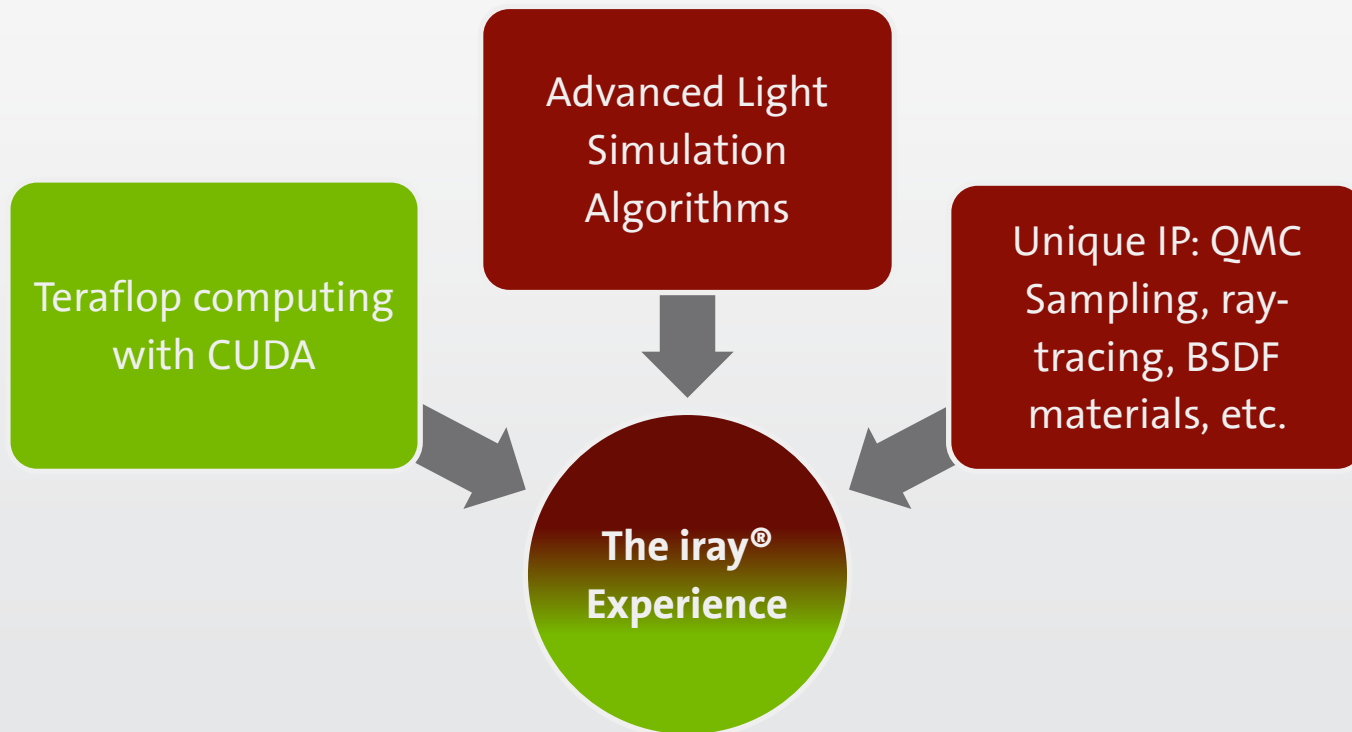
Workstation



Cloud



3D Enterprise Workflows



Workstation



Autodesk[®]

Bunkspeed[®]


DASSAULT
SYSTEMES

Cloud




amazon
web services[™]

peer1


PENGUIN
COMPUTING

Workstation



- Physically correct renderings in seconds
- Interactive ray tracing
- Faster, better decisions and job turnarounds

Cloud



- Massively speed up rendering on demand
- Easily share visualization results over the web
- Speed up design decisions in collaboration with stakeholders

3D Enterprise Workflows



- Web-based 3D collaborative applications and application services

Bunkspeed Shot™

Autodesk[®] 3ds Max[®]

CATIA[®] V6

migenius

mental ray[®],
neuray[®]

iray[®]

RealityServer[®]

iray[®]

Workstation



Cloud



3D Enterprise Workflows

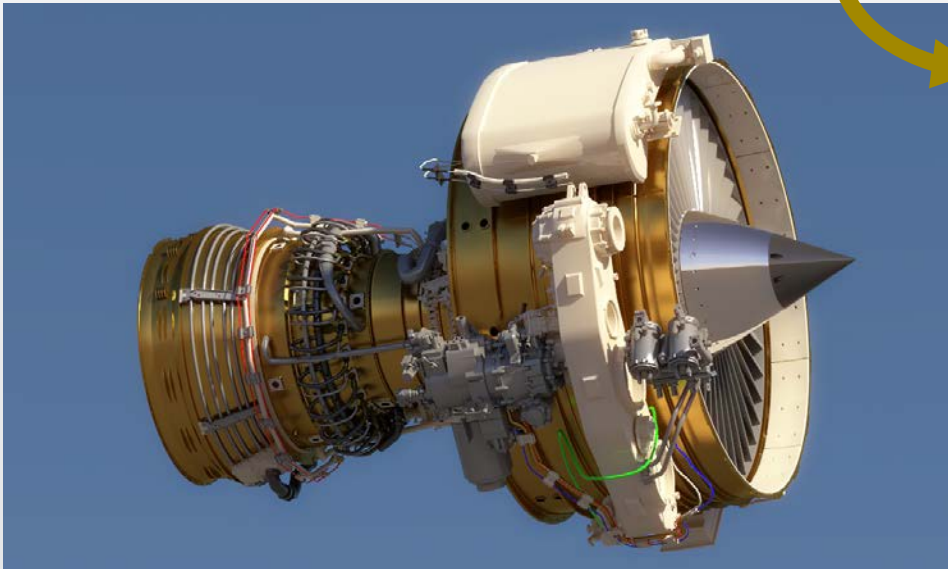


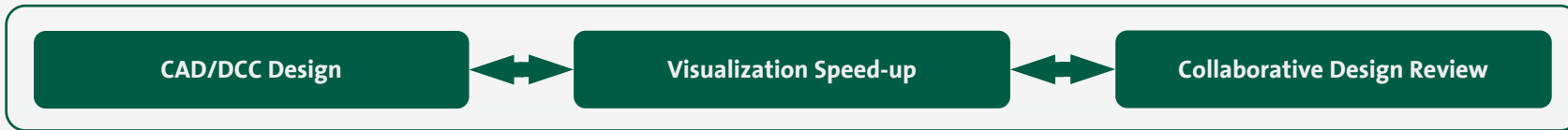
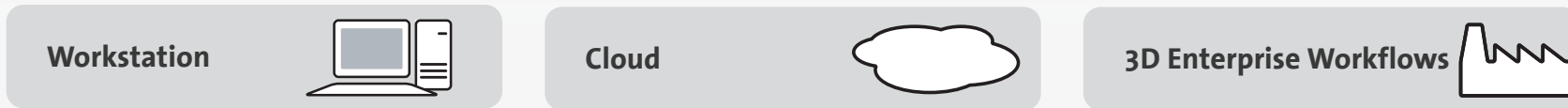
CAD/DCC Design

Visualization Speed-up

Collaborative Design Review

Design Review and Product Presentation





Workstation



Cloud



3D Enterprise Workflows



Professional Geodata Solution

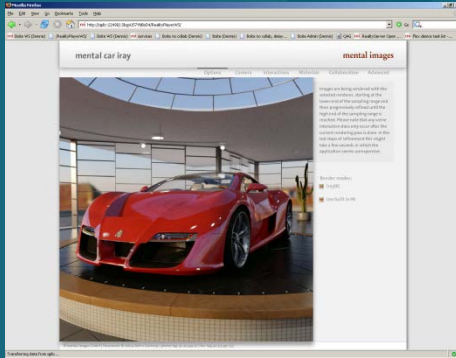
Visualization Speed-up

Collaborative Review

Fast, Secure City Model Review

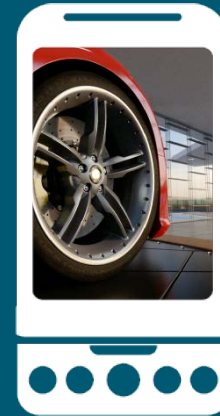


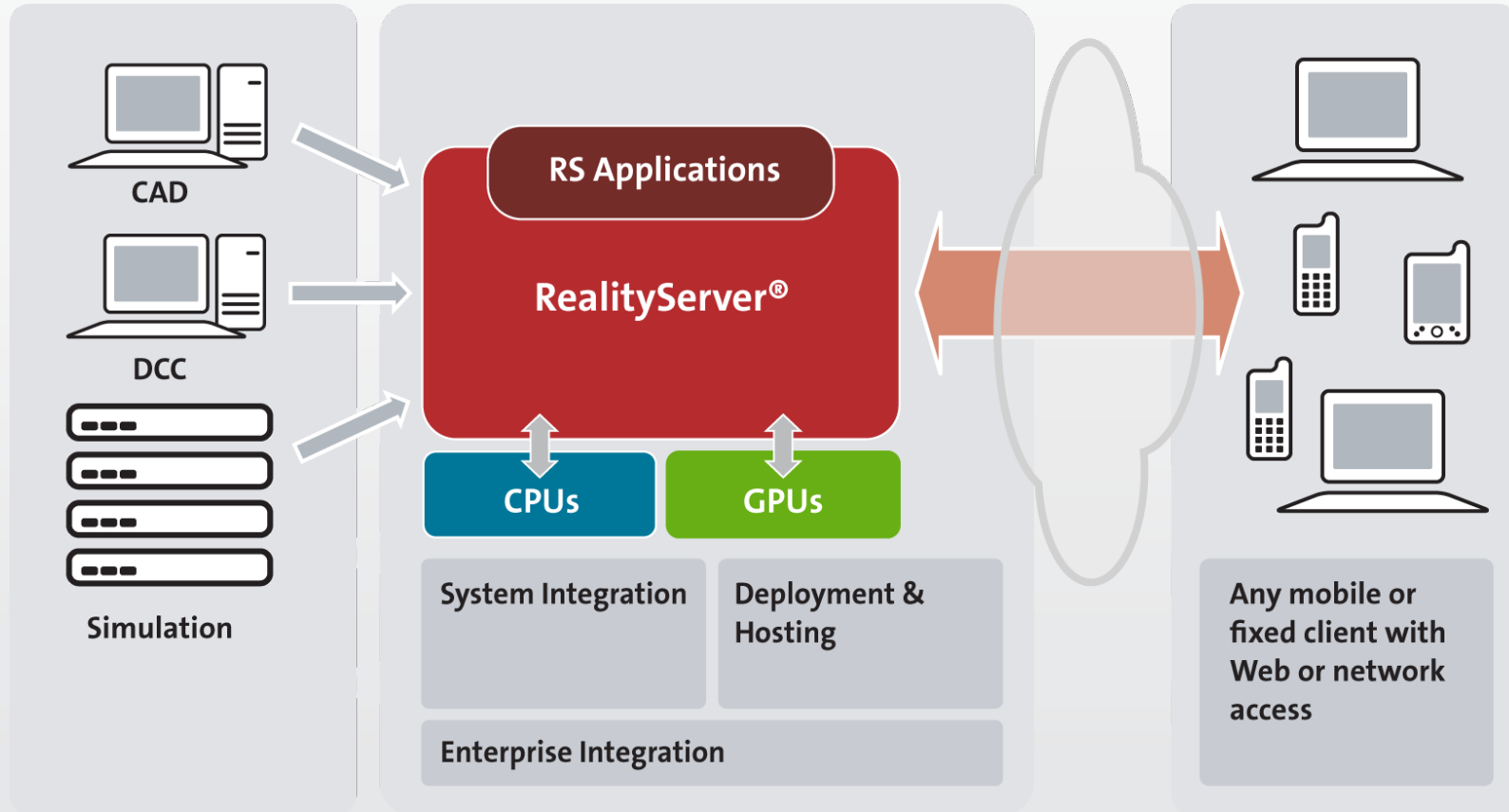
User 1
Expert Professional

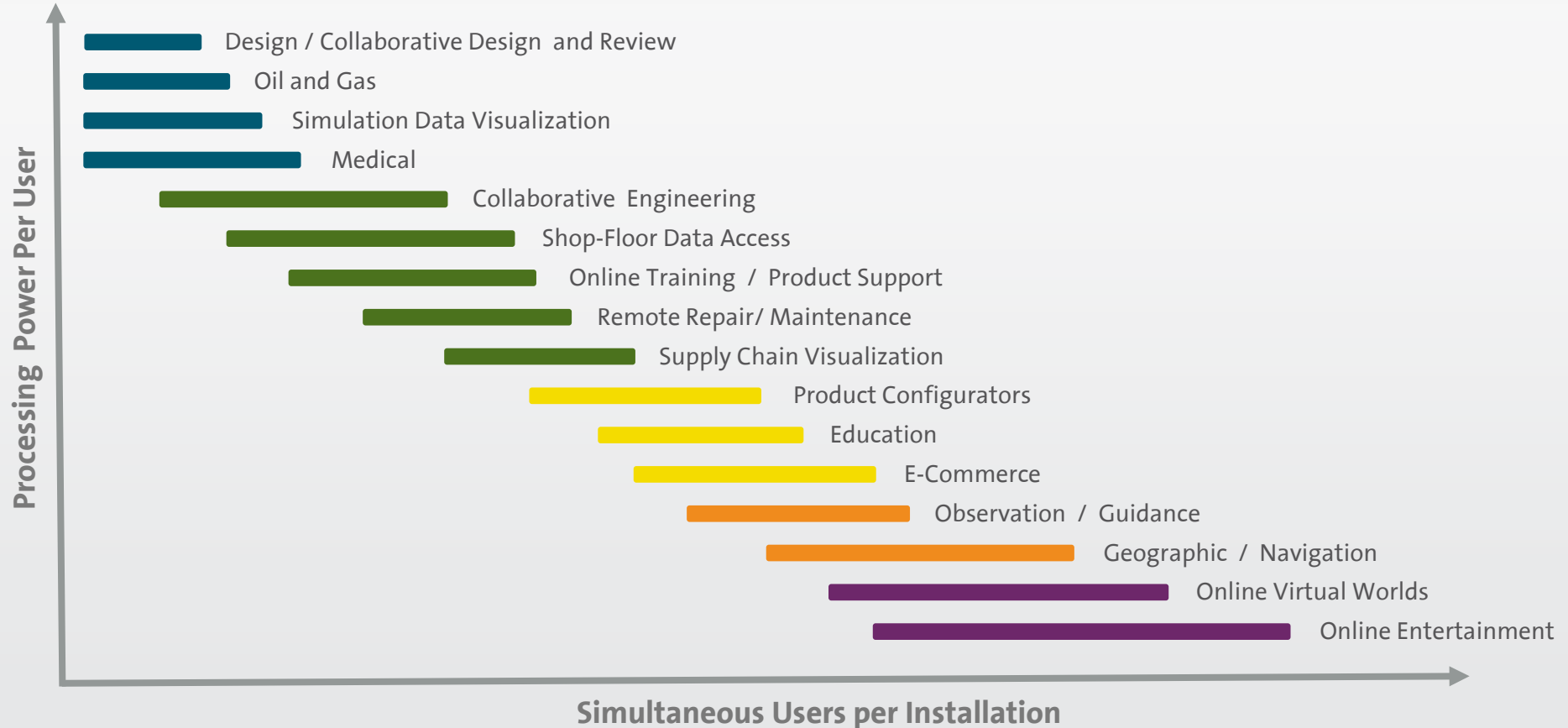


RealityServer

User 2, 3, 4,...
Client or Expert Professional







Workstation



Cloud



3D Enterprise Workflows



Out-of-the-box

Bunkspeed Shot™

Autodesk® 3ds Max®

CATIA® V6



Toolsets and APIs

RealityServer Web Services

RealityServer AppLab™ and RealityDesigner™

APIs: JavaScript, C++

miGenius

Cloud Service Providers

Amazon
Web Services

Peer 1

Penguin
Computing



mental ray®,
neuray®

iray®

RealityServer®

iray®

Workstation



NVIDIA Quadro or Tesla



Cloud



NVIDIA Quadro or Tesla



3D Enterprise Workflows



Development NVIDIA Quadro or GeForce



Deployment NVIDIA Quadro or Tesla



Deployment

- locally installed out of the box
- local or cloud-based performance 'boosting'

- in-house utility or commercial cloud service
Peer 1, Penguin Computing,...

- in-house or cloud-hosted

Implementation

- out-of-the-box / no development

- out-of-the-box, possibly some adaption or limited development

- Custom designed application service
- Quick-start toolsets available

Workstation



Cloud



3D Enterprise Workflows



Hardware

1-2 CUDA GPUs (NVIDIA Quadro recommended)

Software

No extra cost

- No upfront investment when using commercial Cloud services
- Only usage fee for HW and SW (hourly, monthly)
- Optional combination with in-house server/utility

Development: As for workstation.

Deployment: As for renderfarm.

Development: Free.
Deployment: Licensed per PU for in-house use or time-based Cloud charge

System integration

No extra cost

Possibly limited setup cost for integration of cloud services with in-house workflow




Project-specific (in-house or through system integrator)

\$ 500 – 4,000 per seat*

*Excluding base workstation

\$2–5 per PU per hour

\$10,000 +

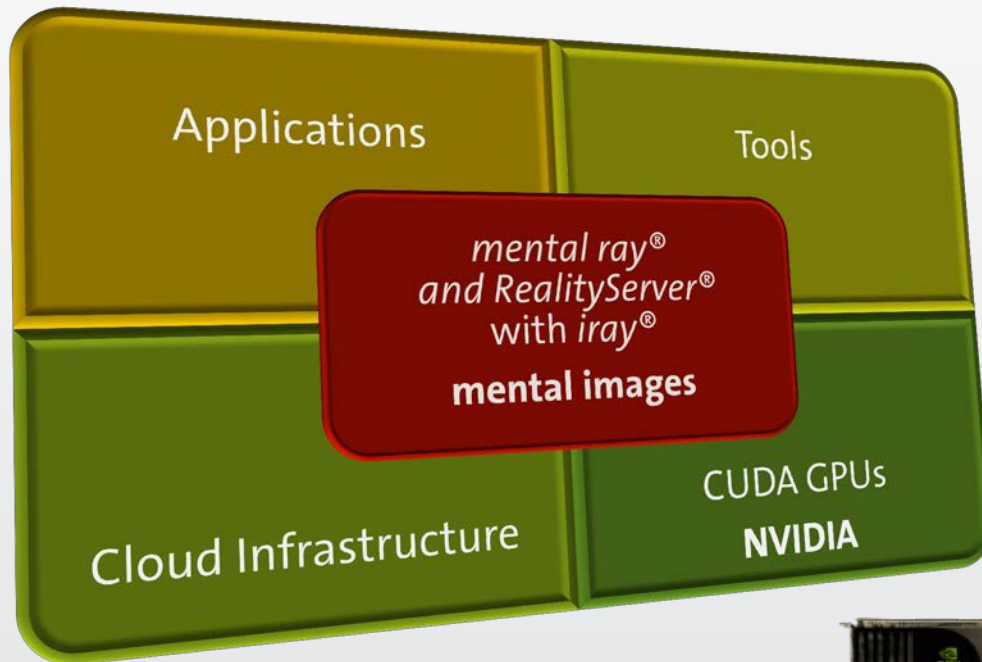
Workstation 	Cloud 	3D Enterprise Workflows 
Hardware		
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System integration		
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\$ 500 – 4,000 per seat* <small>*Excluding base workstation</small>	\$2–5 per PU per hour	\$10,000 +

3D Web: The pieces are coming together...

mental images®

- Autodesk® 3ds Max®
- Bunkspeed Shot™
- CATIA® V6
- RTT DeltaGen®*
- mental ray® Standalone
- ...

- Web Services
- AppLab™ and RealityDesigner®
- migenius



- Amazon Web Services
- Peer 1
- Penguin Computing
- ...