



# NVIDIA® IRAY® SERVER THE ULTIMATE DISTRIBUTED RENDERING SOLUTION

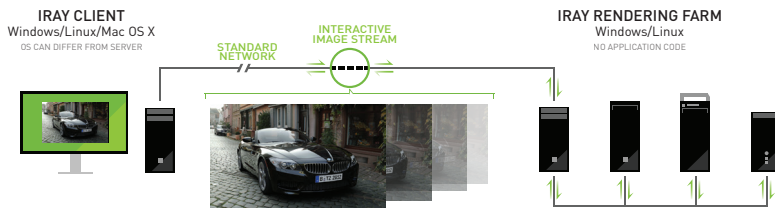
Courtesy Vincent Gault, Allgorithmic

## NVIDIA Iray Server is a software solution that provides distributed Iray rendering across networked machines.

It uses a common installation and license to deliver traditional offline batch rendering and interactive rendering to all NVIDIA Iray plug-in products, without the need to install any other application. All machines running Iray Server coordinate with each other to reduce

the time needed to render an image. This allows a render farm to process poster-size images in a fraction of the time of a single machine. A central management console provides flexible control over submitted jobs with the ability to adjust and rerun past jobs.

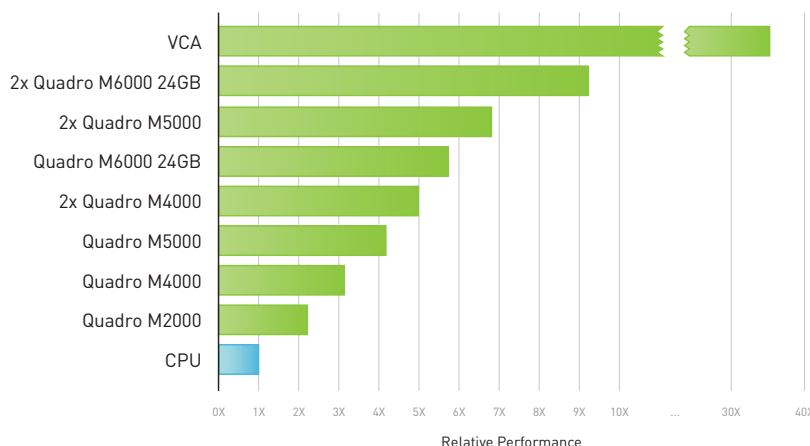
Iray Server also speeds up your creative process by bridging to your Iray application and streaming back the rendered results as you manipulate your scene. Soon, even a modest laptop will be able to operate Iray at the speed of your most powerful rendering rig.



### SYSTEM REQUIREMENTS

SOFTWARE	Iray client - Iray for Maya, Iray for 3ds Max, Iray for Rhino, Iray for Cinema 4D or DAZ Studio
OPERATING SYSTEM	64-bit Windows or 64-bit Linux
NETWORKING	Streaming: 100Mbps Queuing: Queuing 10Mbps Multicast or TCP/IP for distributed rendering

### IRAY WORKSTATION PERFORMANCE SCALING



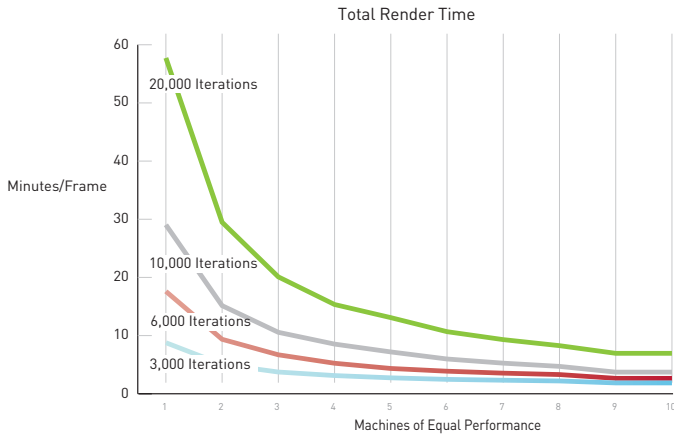
Tests run on a workstation with Intel Xeon E5-2697 V3, 14 cores, 2.6GHz, 32GB RAM, running Win 7 64-bit SP1, using Iray 2015.3 and driver version 361.75, 4K render



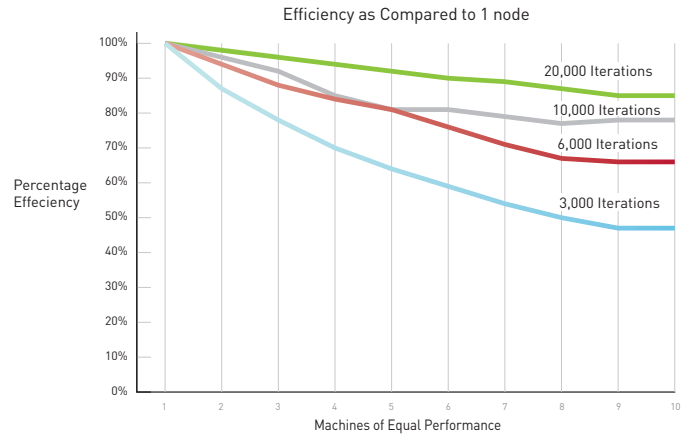
\$295/year per machine

# PERFORMANCE SCALING FOR EFFICIENT CLUSTER RENDERING

## IRAY SERVER – REDUCING RENDER TIMES



## IRAY SERVER - SCALING EFFICIENCY



## IRAY SERVER FEATURES

### Rendering

Runs on Windows or Linux, independent of submitting applications

Uses all supported GPUs and CPUs within the machine

Features sophisticated cache management that minimizes submission times

Same installation supports distributed rendering between machines or interactive streaming from a single machine

### Streaming

Interactive streaming to host machine (with at least one NVIDIA GRID™, Quadro® or Tesla® GPU)

Streaming behavior that's identical to local rendering with minimal latency

Incremental updates that minimize transmission for fluid editing workflows

Streaming quality control of H.264 video or sequential image formats for balancing quality with bandwidth

### Queuing

Reliable distributed rendering solution for all NVIDIA Iray products

Flexible render queue management system with user accounts

Super-fast job submission that quickly frees host application

Fastest possible Iray rendering, free of any host application overhead

Incremental updates for highly efficient animation rendering

Automatic cluster configuration between Iray Server machines

Ability to edit past jobs to adjust rendering options without resubmission

Job progress reporting and remote image result viewing

For more information on the Iray, visit: [www.nvidia.com/irayserver](http://www.nvidia.com/irayserver)

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