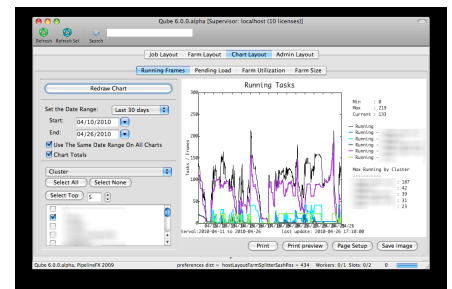


iPad/iPhone Charting and Reports

Monitor your render farm on iPad and iPhone while outside the network with Roambi Pro, an innovative mobile application that transforms boring render data reports into engaging, interactive mobile dashboards. Mobile users can view, analyze, interact with, and share their information – as well as store, manage and refresh their files - right from the palms of their hands. Critical render pipeline information including farm pending load, utilization over time, render times per project or user, and user comparisons are immediately accessible. Stuck in a meeting with no vpn access to your farm? Just check your iPhone or iPad and gain insight into your entire render pipeline.

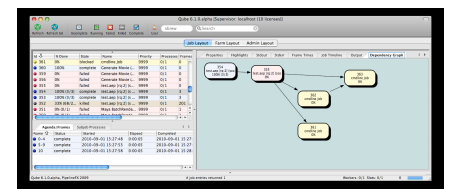
Integrated Charting

Monitor your render farm in real time within the Qube! GUI with integrated charts. Show individuals or productions how much of your render farm they actually used over a period of time. Discover who are your top users, the current and pending farm load, running frames and farm size. Make informed decisions about farm capacity and performance based on real production data. No coding required to have the kind of business intelligence previously only enjoyed by large studios with deep development resources.



Dependency Graphs

Manage your job and agenda-level dependencies graphically. Quickly see issues with color coding, and interact at the job and at the frame level dynamically. Complex dependencies are simplified and managed right in the GUI.





Auto-Wrangling

Some of the most common render wrangling tasks can now be handled automatically by the Supervisor through a set of global parameters. Qube! has added built-in logic that detects faulty jobs and workers. Auto-Wrangling now automatically blocks faulty jobs and sends email to the submission user. Faulty workers are now blocked and mail is sent to the Qube! administrator, increasing the probability of jobs being completed by morning.

Dynamic Frame Allocation

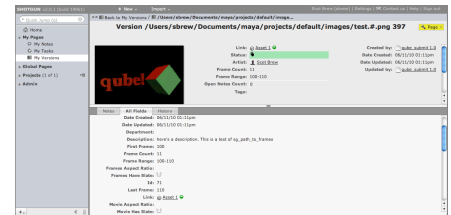
Qube! intelligently load-balances your render farm and maximizes overall farm throughput for Maya, 3dsMax, XSI and Nuke jobs via Dynamic Frame Allocation. Qube! launches the application in prompt mode, then loads the scene file and textures once, then instructs the Worker to render a single frame. When finished, the Worker asks for the next frame and without re-loading anything starts rendering the next frame. While you can also chunk frames where it makes sense, dynamic frame allocation can dramatically improve your render farms overall throughput.

Permeable Clustering

Qube! lets you define priority based on users, groups or even location. Hosts can be grouped into hierarchies called "clusters." Jobs that are submitted to a particular level of the hierarchy will have higher priority than jobs submitted to a different level, thereby maximizing the efficiency of the farm while maintaining host allocations between departments or projects. Universities can especially benefit by easily sharing resources across labs.

Shotgun Software Integration

Shotgun Version Submission allows studios to easily and automatically create Shot/Asset versions when submitting a render job through Qube!. Qube! will automatically create and update the Shotgun tracking data for a render.



Host-Based Licensing

Addressing one of the primary challenges of render pipelines today is host-based licensing. Qube! can now be configured to prefer to dispatch certain jobs to a host already running a required rendering resource like mental ray, Renderman, Nuke or Vray. Maximizing your investment in rendering software licenses, Qube! intelligently distributes jobs with software licensing in mind, reducing or delaying the need to purchase more rendering licenses due to inefficient render dispatch.

and much, much more...

The vision of "Smart Farming" is also realized with In-application submission, distributed Houdini simulations, ETA job prediction, per user and per pgrp job slot limits, license resource management, auto-movie generation, expert/simplified submission mode, post-render image validation, Python, Perl and C++ APIs, MySQL production database and data warehouse, std err/std out parsing, frame timeouts and more...

JumpStart Services

PipelineFX consulting services help digital media organizations of all sizes accelerate their render pipelines, reduce deployment risk and maximize ROI as they implement or upgrade a render farm. As the largest software company focused solely on render management, our support engineers and developers have in-depth expertise in render pipelines and digital media applications and processes to remotely install, configure and provide knowledge transfer.

See for yourself

PipelineFX helps organizations minimize the burden of rendering in computer graphics work. Contact your PipelineFX sales representative or authorized reseller for pricing information, to setup an online demo or a software evaluation. Join over 500 leading VFX studios, post houses, broadcast stations, ad agencies, manufacturers, game studios and schools who are maximizing their investment in their render pipelines by managing them with Qube!, intelligent render farm management for digital media pipelines.