



Qube! 6 - THE LEADING RENDER MANAGER

As the global leader in render farm management solutions, PipelineFX produces Qube!™ and incorporates "Smart Farming" technology that enables you to solve a wide range of render pipeline challenges. Our goal is to make smart creative professionals smarter by giving them pipeline intelligence and the insight needed to be successful in their marketplaces.



SMART FARMING™

"Smart Farming™" describes a system for render farm management that delivers the power of pipeline data through automation of labor intensive render farm processes, extensive easy to understand charting and reporting, and integration with other leading digital media infrastructure packages. "Smart Farming" attempts to maximize overall throughput and provide the greatest return on investment on rendering hardware and software possible.

EXTREME SCALABILITY

Qube! is the last render farm management system you'll ever need to purchase and integrate. With production render farms running 10,000+ cores you won't reach a throughput limit as with other systems. Production proven in large and very busy farms, Qube! can support your organizations growing rendering requirements.

REAL CROSS PLATFORM SUPPORT

Qube! was built in Square USA's Final Fantasy production studio and designed from the beginning to run on Windows, OSX and Linux platforms. Full functionality and performance is included across all three platforms. Choose any for the Supervisor and use any or all for the Workers and submission clients.

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WEB-BASED REPORTING & CHARTING

Monitor your render farm on iPad and iPhone while outside the network. Critical render pipeline information including farm pending load, utilization over time, render times per project or user, and user comparisons are immediately accessible. Also 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. 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.

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.

FASTEST THROUGHPUT

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.

SMART 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.

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.

PROFESSIONAL SUPPORT

Qube! is backed by a team of render pipeline experts who have extensive experience in film animation, visual effects and software development for production pipelines. The support team can provide remote interactive assistance to insure your rendering resources are performing when you need them most.

AND MUCH, MUCH MORE...

The vision of "Smart Farming" is also realized with Shotgun Software integration, In-application job 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, poster frames and more...

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 content creation.