



for

Broadcast

Pipeline *fx*

Qube! is a key component of graphics production pipelines around the world and offers the most advanced features combined with professional, production-experienced technical support. Here's 10 reasons to use Qube! to manage your broadcast rendering pipeline:

1. Qube! is the professional *broadcasters choice* for render management.

Top broadcasters around the world choose Qube! including NBC Universal, MTV, Major League Baseball, Turner Broadcasting, CBS, NHK, Home Shopping Network, QVC, MBC, NTV, FOX, SkyTV, ABC, Mountain West Sports, Mainichi Broadcasting, Voice of America and the BBC.

2. Qube! is *easy* for artists to use. Out of the box interfaces for most digital media applications means simple submissions for artists and exposure of all render features.

3. Qube! helps you better *manage* the rendering pipeline. Qube! is event-driven and is backed by a MySQL database that records everything that happens in the system, allowing you to track license usage, automate complex rendering processes using callbacks, report farm utilization statistics and monitor usage of rendering resources by user, department, project, etc...

4. Qube! is *scalable*. Qube!'s client/server architecture has been proven in multi-thousand core render farms around the world.

"...the most reliable render farm management system available,"

- Joochang Kim, Korean Broadcasting System

5. Qube! manages *AFTER EFFECTS* and all of your other 3D applications on the same render farm. No need to partition machines for 2d/3d work anymore! Get all the benefits of a professional render manager for your AfterEffects jobs and manage everything from one simple graphical interface.

6. Qube! is *cross-platform*. Qube! Runs on all of your computing platforms allowing a single interface to manage Windows, Linux and OSX desktops and servers combining all computing resources to maximize render throughput.

7. Qube! *saves time* for administrators by being centrally managed. TD's and render wranglers spend less time configuring and troubleshooting renders and render servers. Logs are stored for every job and even every frame!

8. Qube! *maximizes* use of your multi-core desktops. Qube! makes it easy to schedule the use of desktops during down times, at night and on the weekend. Qube!'s "Permeable Clustering" technology allows groups to have priority over their systems while making the same systems available to other departments or productions when not being used by the primary. Extra CPU cores can also be used for rendering while a desktop is being used for interactive work.

9. Qube!'s licensing model is *flexible*. All licenses are floating and the GUI and the application interfaces are unlicensed. Also take advantage of web-based on-demand short-term license rentals. Only buy a license for each 8 core host doing rendering. No license required for submitting jobs.

10. Qube! is much *faster* than other systems. Qube!'s "Dynamic Allocation" technology maximizes render throughput by loading the application and scene file only once, and then sending single frames to each render host until the job is complete. Faster hosts finish first and are dispatched another frame. All without having to re-load the application or the scene file. This unique technology also allows users to scale up or down the number of render hosts allocated to a job on the fly. Dramatically improving turn around for artist work iteration means more time creating and better finished products.

