

FASTER, MORE EFFICIENT RENDERING WITH PURE STORAGE



PURE STORAGE BENEFITS:

- Faster render times – supporting even very large render systems
- Support millions or billions of files and objects, scaling up with ease
- Fewer interrupted render workflows due to consistent high bandwidth and IOPS
- Support massively concurrent connections from workstations, nodes, and database servers

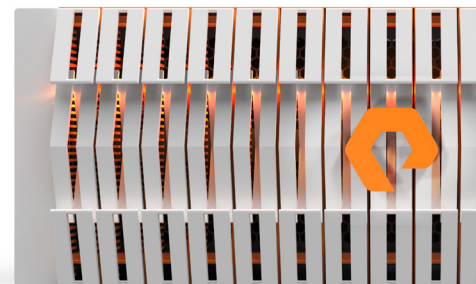
RENDER WORKFLOWS TODAY

The large scale rendering of graphics and video can be a time consuming and resource intensive process and the capabilities of underlying shared storage are paramount. Render workflows in particular can result in massively concurrent requests to a shared storage system – both from animator/editor workstations and from render nodes. Each render node in a large scale render workflow makes multiple simultaneous requests for files (frames) from shared storage and this results in considerable contention for storage system bandwidth and performance. Contention is an even greater concern with shared file systems that contain large numbers of files – often file systems become overloaded and slow and may become unable to serve requests for assets.

Storage performance at large scale is also impacted by the latency cost of communication between multiple storage nodes. Coordinating jobs across a large group of separate network storage devices adds up to be a costly process that can be the limiting factor for job completion speed. If a single storage node is able to provide enough bandwidth for the high volume of concurrent requests, then having a single storage node acting as one network-attached device is optimal for overall system performance.

ALL-FLASH SHARED STORAGE

Fast, responsive storage that can handle massive concurrent file requests, provides hundreds of thousands of input/output operations per second (IOPS), and supports high bandwidth connections is a key factor in reducing render times and shortening the production cycle. Today most storage systems are able to handle one of the requirements for rendering at scale, but are unable to meet all the requirements at once in a single, dense system.



PURE STORAGE ACCELERATES RENDERING WORKFLOWS

The Pure Storage FlashBlade™ is a high-performance storage system for petabyte-scale operational datasets containing billions of objects and serving thousands of simultaneous clients. FlashBlade is designed to support best-of-breed performance in all dimensions of concurrency – including more than 1 million IOPS, and up to 17GB/s of bandwidth – while offering breakthrough levels of density (up to 8PB in a single namespace). FlashBlade is the ideal shared storage platform for rendering workflows at large scale and managing billions of media files. With FlashBlade as an underlying data platform you can start measuring render time in seconds instead of minutes or hours.

RENDER WITH CONFIDENCE

Pure Storage helps both large and small media companies push the boundaries of efficiency and productivity with our all-flash based technology, combined with our customer-friendly business model. At Pure we provide our customers with a data platform that helps them produce more content faster – including some of the largest media and entertainment companies on earth. With Pure’s industry leading Satmetrix-certified NPS score of 83.5, Pure customers are some of the happiest in the world, and includes organizations of all sizes, across an ever-expanding range of industries.

