

Cloud Rendering Checklist

20 Questions to ask as you take
rendering workflows into the cloud



In rendering, peaks and valleys in the workflow are the norm. Buying infrastructure to support temporary workloads is inefficient, and ties up capital that could be used elsewhere. Smart shops are turning to the cloud for that additional compute power just when they need it. Finding the right solution means asking the right questions. Here's a checklist to get you started.

- ✓ How does the compute service access my data storage?
- ✓ How far are the cloud compute services from your data storage?
- ✓ How will you transfer data?
- ✓ How long will this data transfer take?
- ✓ Do you provide a solution to cache data and reduce latency to your service?
- ✓ Does it allow you to move data back and forth seamlessly between the cloud and local storage?
- ✓ Does the set-up lock you in or can you freely move or add cloud service providers?
- ✓ How does the service scale?
- ✓ Can you schedule overnight rendering?
- ✓ Can you maintain consistency between setup of on-site render nodes and the cloud?
- ✓ Can it mount NFS or SMB formats?
- ✓ Do they provide a built-in VPN tunnel connectivity system?
- ✓ Do they have a custom-shaping capability for CPU and RAM allotment, as per your rendering requirements?
- ✓ Do they have a strong network of partners to help?
- ✓ Do they have a simple UI to manage multiple nodes?
- ✓ What new tools are required to learn and manage?
- ✓ How many new tools can you realistically add to your processes?
- ✓ How will you forecast the need for cloud compute capacity?
- ✓ Is the service easy to use for both pipeline managers and artists?
- ✓ Will your current applications run in the cloud?

The Avere vFXT solution, coupled with a leading public cloud service provider, serves as the perfect combo for your rendering pipeline and helps every creative team excel with near limitless resources.