



# Cloud Rendering using Google Zync

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# END TO END SOLUTIONS



Ingestion



Rendering



Transcoding



Archival



Distribution





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Ingestion



Rendering



Transcoding



Archival



Distribution





# Product Overview



# WHAT IS ZYNC?

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Zync utilizes the power and security of **Google Cloud Platform** to provide an affordable, elastic, integrated rendering solution for visual effects software

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*Designed by VFX artists for VFX artists*



## EASE OF USE

Powerful features for **VFX and animation professionals**



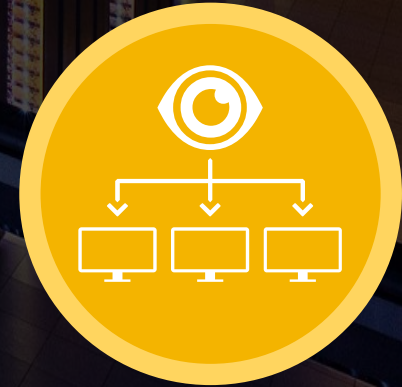
### **RENDER ON DEMAND**

Down-to-the-minute control over your rendering jobs



### **WORK IN YOUR ENVIRONMENT**

Use the tools and custom scripts you're already familiar with



### **VISIBILITY & CONTROL**

Real-time control over machines comparable to a local render farm





## VALUE

No waiting in queue for  
available machines results  
**in fast job turnarounds**

### AVOID COSTS

Avoid the capital expense and maintenance complexity of on-premises render farms

### SEAMLESS INTEGRATION

Preserves your environment and your creative expertise

### UNLIMITED SCALE

Process frames and run parallel jobs with up to 500 machines (32,000 cores) per customer

### PAY FOR WHAT YOU USE

Google's per-minute-billing amounts to zero waste



RENDER ON DEMAND



3D FOR THE REAL WORLD



**RENDERMAN**

CHAO2GROUP

**THE  
FOUNDRY.**

**Houdini**  
3D ANIMATION TOOLS

**SOLIDANGLE**



RENDER ON DEMAND



CHAO2GROUP

RENDERMAN®

SOLIDANGLE

**Houdini**  
3D ANIMATION TOOLS

**THE  
FOUNDRY.**

LICENSE RENDERING  
SOLUTIONS ON-DEMAND



SEAMLESS INTEGRATION  
INTO YOUR PIPELINE



PLUG-INS FOR  
POPULAR APPLICATIONS

AUTO-PARSE LOCAL  
FILES AND UPLOAD  
ASSETS IN THE  
BACKGROUND

PLUG & PLAY  
DEPLOYMENT TO THE  
CLOUD WITH NO  
CONFIGURATION

# RENDERING FOR SMALL STUDIOS



Nuke

(2D)



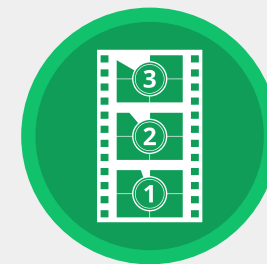
LOCAL WORKSTATION



3D host application



Nuke



Final comp







# Demonstration.

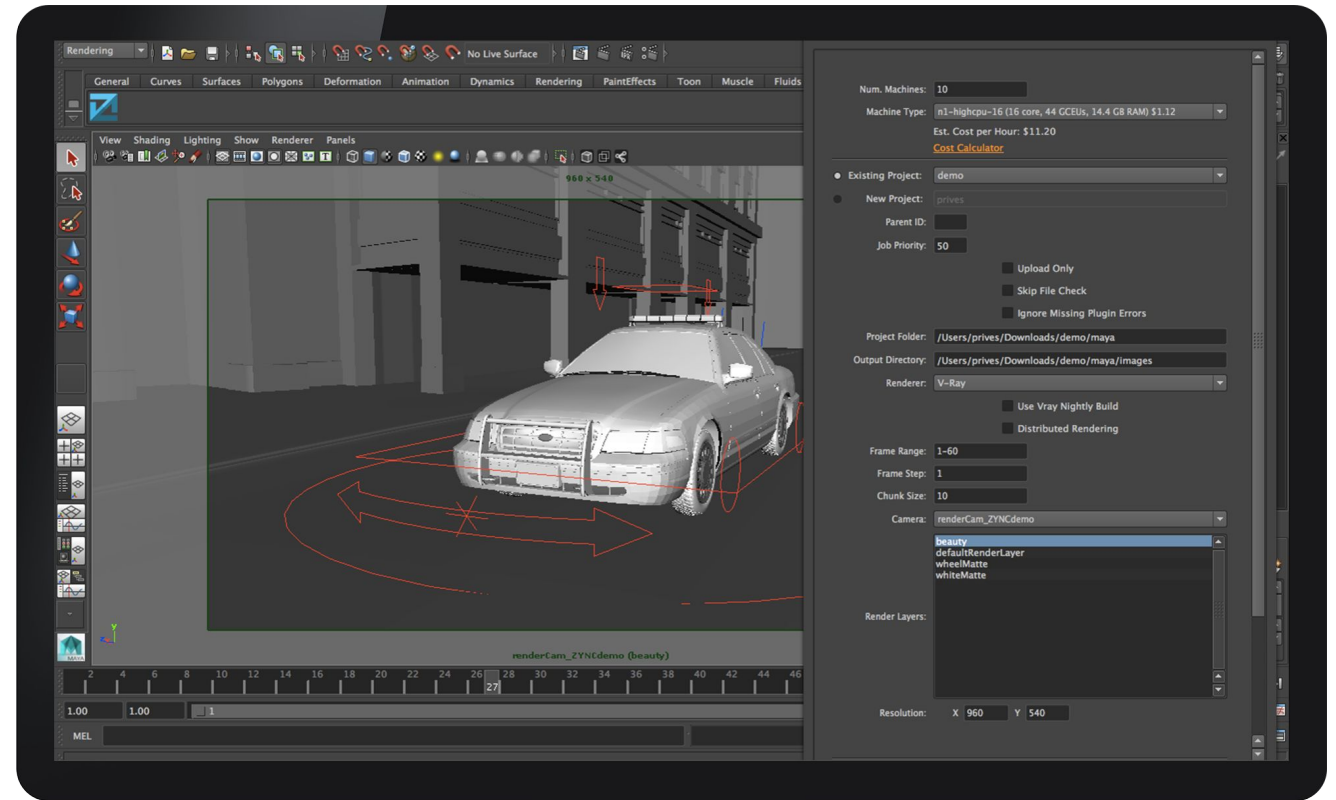
# WORK IN YOUR ENVIRONMENT

Render on-demand on the same infrastructure that powers Google's services

Your tools, your environment: Zync plugin supports Maya and Nuke out of the box

Zync plugin parses your scene final locally, uploading your assets ahead of render time in the background

Plug & play deployment to the cloud: no configuration or setup needed for storage or VMs





# VISIBILITY & CONTROL

Easy to use web management console

Real-time control over your machines comparable to a local render farm

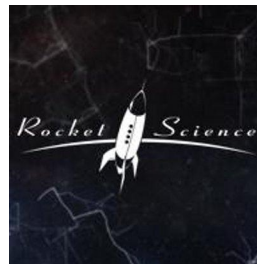
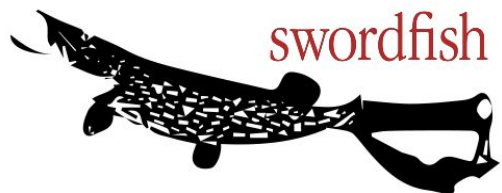
Monitor the status of your jobs and troubleshoot with ease

The screenshot displays the ZYNC web management console. At the top, there's a header with the ZYNC logo, a user greeting 'Hello, Todd!', and links for 'Logout My Account' and 'Browse Files'. Below the header, a 'Job Controller Running' status is shown. The main interface is divided into two panels. The left panel, titled 'Jobs', contains a table with columns for Job ID, File, Status, User, and Priority. It lists various jobs, including 'copCar\_MASTER\_v03\_7197b\_beauty.vrscene' (running - 12%) and several 'Zync\_demo\_comp' jobs (canceled). The right panel, titled 'Job Details', shows information for Job ID: 261, including the file path, upload progress (12%), machine count (10 of 10), and a 'Tasks' table. The 'Tasks' table has columns for Frame, Status, Progress, Runtime, and Log, showing frames 1-6, 7-12, 13-18, and 19-24 in different rendering states. At the bottom of the console, a 'Machines' table lists individual machine IDs, instance types (n1-highcpu-16), and their current tasks.

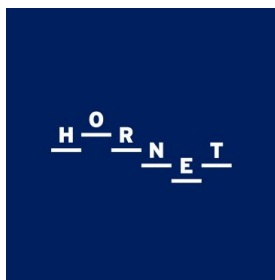
Job ID	File	Status	User	Priority
261	copCar_MASTER_v03_7197b_beauty.vrscene	running - 12%	prives	50
256	copCar_MASTER_v03_bd52dc_beauty.vrscene	done	prives	50
253	Zync_demo_comp_v03_07cb9b.nk	canceled	prives	50
250	copCar_MASTER_v03_4d9069_beauty.vrscene	canceled	prives	50
249	copCar_MASTER_v03_9d9196_beauty.vrscene	canceled	prives	50
246	Zync_demo_comp_v03_bd5282.nk	done	prives	50
245	copCar_MASTER_v03_4754ca_beauty.vrscene	done	prives	50
242	copCar_MASTER_v03_7756fe_beauty.vrscene	done	prives	50
240	copCar_MASTER_v03_c6121b_beauty.vrscene	done	prives	50
239	copCar_MASTER_v03_a7d7e6_beauty.vrscene	done	prives	50
235	copCar_MASTER_v03_a9b153_beauty.vrscene	done	prives	50
233	copCar_MASTER_v03_d4d81d_beauty.vrscene	done	prives	50
231	Zync_demo_comp_v03_05aa18.nk	canceled	prives	50
229	copCar_MASTER_v03_ca193c_beauty.vrscene	canceled	prives	50
226	copCar_MASTER_v03_9197ff_beauty.vrscene	done	prives	50
223	copCar_MASTER_v03_9da90f_beauty.vrscene	done	prives	50
220	copCar_MASTER_v03_338ee9_beauty.vrscene	done	prives	50
218	copCar_MASTER_v03_ba4659_beauty.vrscene	canceled	prives	50
215	copCar_MASTER_v03_105006_beauty.vrscene	done	prives	50
213	copCar_MASTER_v03_263072_beauty.vrscene	done	prives	50

ID	Instance Type	Status	Current Task
render-0ef6aa2c8d	n1-highcpu-16	rendering	Job 261, 37-42
render-40581fc2d0	n1-highcpu-16	rendering	Job 261, 25-30
render-d706e006b4	n1-highcpu-16	rendering	Job 261, 1-6
render-08130e6f44	n1-highcpu-16	rendering	Job 261, 13-18
render-d3c0efa0c1	n1-highcpu-16	rendering	Job 261, 7-12
render-271a54e969	n1-highcpu-16	rendering	Job 261, 31-36
render-6326320960	n1-highcpu-16	rendering	Job 261, 19-24
render-271a54e969	n1-highcpu-16	rendering	Job 261, 31-36
render-6326320960	n1-highcpu-16	rendering	Job 261, 19-24

# ZYNC CUSTOMERS



IMAGINARY FORCES







**CONTACT US**  
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**VISIT US**  
zyncrender.com



Thank you.