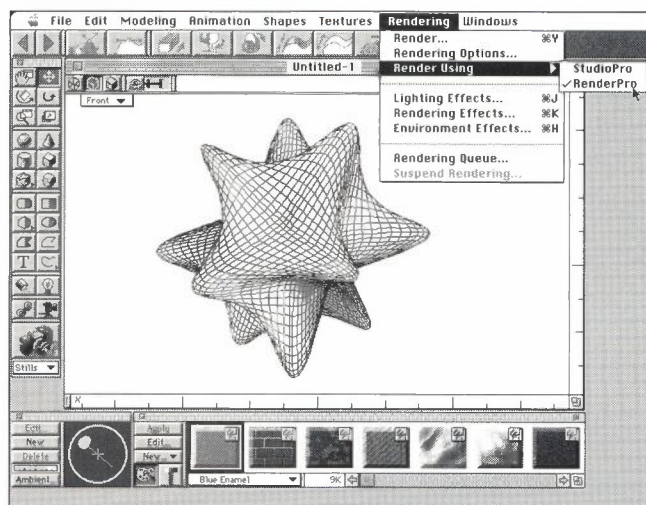


R E N D E R P R O 2.5

RenderPro 2.5™ from Strata Inc is a software-based distributed rendering engine that works with StudioPro™ & StrataVision™ 3d to divide a rendering job among networked Macintosh computers.

- RenderPro 2.5 dramatically speeds rendering of 3-D illustrations and animations by harnessing the processing power of all networked Macs to simultaneously work on a rendering job.
- RenderPro 2.5 divides an illustration or animation into hundreds of individual rendering calculations, and distributes those calculations among available Macs on the network.
- Each networked Macintosh completes its rendering assignments and sends them back. The completed rendering tasks are then reassembled to produce the finished image. Best of all, the whole operation is totally transparent to the user.



RenderPro 2.5 is simple to use. Start any rendering directly from StudioPro.

Features

RenderPro 2.5 provides true distributed processing.

RenderPro 2.5 operates in the background.

Users on the network can limit RenderPro 2.5 access to their individual Macs.

RenderPro 2.5 takes advantage of idle CPU cycles.

RenderPro 2.5 monitors the network to track which Macs are available for rendering duty.

RenderPro 2.5 dynamically reallocates rendering resources. You start RenderPro 2.5 from within StudioPro or StrataVision 3d.

RenderPro 2.5 is fault tolerant. It automatically reassigns rendering tasks to compensate for the loss of a networked Mac.

Benefits

Every Macintosh on the network pitches in to help process and complete the rendering job. The result is super rendering speed!

Networked Macs remain accessible to users, and can continue to run other programs.

RenderPro 2.5 can never borrow processing time from any networked Mac without authorization. You're more productive because rendering is more efficient.

You don't have to check with everybody on the network to see if you can render. That's done for you automatically!

If another Mac on the network becomes available for rendering duty while a job is in progress, RenderPro 2.5 will assign it rendering tasks.

Simple to use. No need to learn a new interface. You never lose any "pieces" of your rendering, even if a Mac on the network goes down.

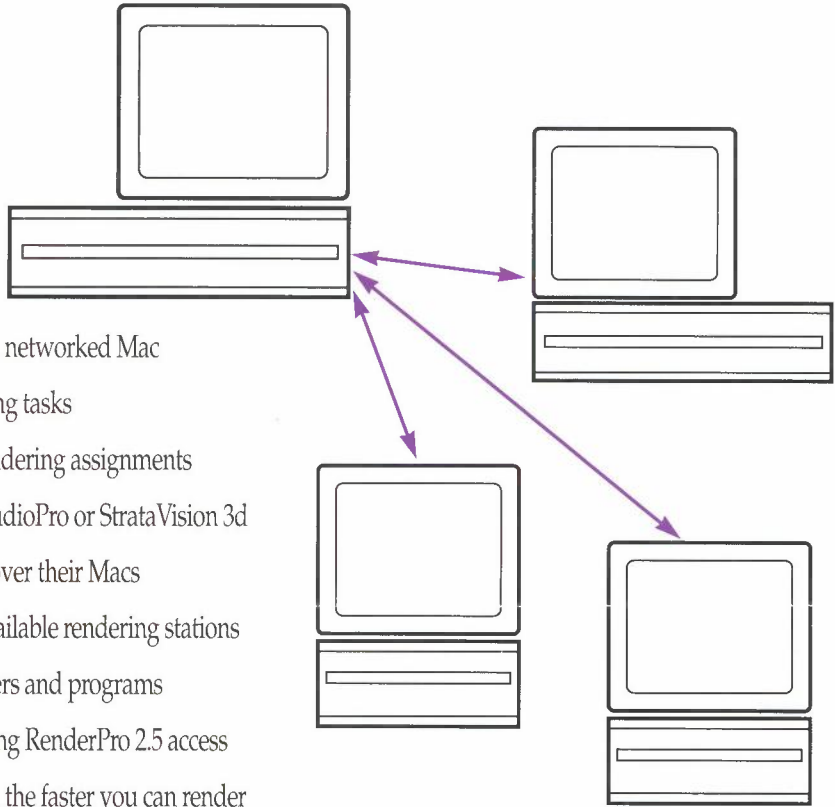
RenderPro 2.5 specifications:

How RenderPro 2.5 Works

RenderPro 2.5 operates on a "master/worker" concept. A copy of StudioPro or StrataVision 3d is required to operate each "master" Macintosh. Each master employs all other networked Macintoshes on which RenderPro 2.5 has been installed to act as "workers", handling rendering calculations assigned to them by the master. Multiple masters can operate simultaneously, and a single Macintosh can be both master and worker.

RenderPro 2.5 Specs

- Simple interface
- True distributed processing
- Runs in the background
- Uses idle CPU cycles
- Built in compression algorithm
- Automatic monitoring of user activity on each networked Mac
- Rendering queue automatically stacks rendering tasks
- Transparent distribution and reassembly of rendering assignments
- Start RenderPro 2.5 renderings from within StudioPro or StrataVision 3d
- Users on the network retain complete control over their Macs
- Network monitoring to automatically track available rendering stations
- Networked Macs remain accessible to their users and programs
- Calendar on each networked Mac for scheduling RenderPro 2.5 access
- Designed flexibility – the more Macs you have, the faster you can render
- Multiple levels of safety prevent RenderPro 2.5 from using any networked Mac without permission
- Users of networked Macs can quit RenderPro 2.5 on their individual stations
- Fault tolerance – if a Mac on the network fails during rendering, its rendering tasks are automatically reassigned to other stations
- Automatic prioritization of rendering stations on basis of availability and speed
- Dynamic resource reallocation – as Macs become available for rendering assignments, tasks are automatically assigned to them.



System Requirements:

RenderPro 2.5 system requirements include System 7.0, floating point math coprocessor and StudioPro or v2.5 of StrataVision 3d. Macintosh IIsi or better is recommended.


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