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RenderGlitch: Proof of Concept for efficient rendering

We are excited to start a collaboration with the startup RenderGlitch that provides an online platform for rendering of animations in films, simulations in video games or 3D visualisations in architecture.

The rendering process involves a lot of complex calculations and can take weeks to finish on a local workstation – this is simply too long for most project deadlines. The solution of RenderGlitch is to throw together fit hardware equipped with GPUs and distribute rendering jobs over the net. This way, rendering jobs can be executed up to 1,000 times faster.

While RenderGlitch operates a powerful server farm, the workloads of their customers are growing, which sometime exhausts the capacities of the hardware. In order to scale rendering processes, the startup began using the Vienna Scientific Cluster - Austria's flagship supercomputer. With the VSC resources, RenderGlitch will add computing power at peak load and boost performance of the platform for rendering services and machine learning.

The team of EuroCC Austria, with the help of the EuroCC network, is managing the access as a Proof of Concept and supports the startup in using HPC resources efficiently.

The PoC and project support is provided free of charge for the participants of the "Supercomputing Accelerator" open call.

About RenderGlitch: <http://render-glitch.com>

About EuroCC Supercomputing Accelerator: <https://www.f6s.com/eurocc/about>