# INTEL® ONEAPI RENDERING TOOLKIT PLUS TERADICI CLOUD ACCESS SOFTWARE
## STUDIO QUALITY REMOTE RENDERING…. LIVE!

## Solution Overview

Intel® OneAPI Rendering Toolkit provides scalable rendering with state of the art movie studio quality Ray Tracing for up to photorealistic rendering tasks of all types from offline to real-time rendering. Further, the Toolkit's libraries support rendering on virtually any platform, with or without a GPU, including workstations, cloud and high-performance computing (HPC) clusters. This is achieved leveraging the parallelism and performance built in to Intel processor-based platforms and removing the memory limits and cost of dedicated GPU focused solutions. Teradici Cloud Access Software, purpose-built for high fidelity remote access to demanding workloads, offers compelling real-time user interactivity with the Intel OneAPI Rendering Toolkit across any network with minimal additional loading.



**Cloud Access Software**

Intel® oneAPI Rendering Toolkit

Xeon CPU
Live ray tracing cluster

Network

PCoIP® Client
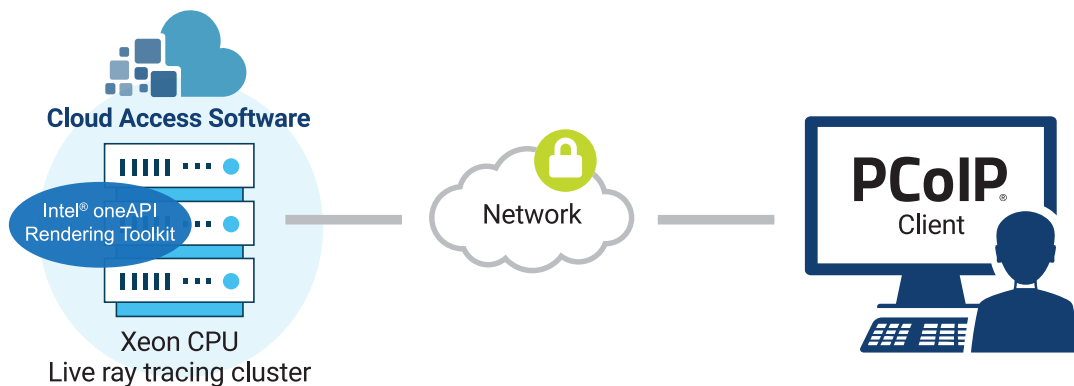
## Solution Benefits

✓ Increase productivity of your artists by enabling them to interact live with a centralized or cloud-based ray tracing renderer rather than waiting hours for offline render completion.

✓ Meet MPAA best practices and achieve TPN compliance by securing your render platform inside your content network and live-streaming encrypted pixels across your security air gap to your existing stateless PCoIP® Zero Clients or other lightweight endpoint devices

✓ Cloud Access Software delivers live production quality visuals with PCoIP colour accuracy, high frame rates, and build-to-lossless fidelity renowned across the media and entertainment industry

✓ CPU-based rendering offers a flexible alternative to dedicated graphics accelerators that reduces coding complexity, I/O constraints, and limited memory while broadening support for third-party plug-ins – libraries used by more than 80 independent software vendors

intel

teradici®

CASE STUDY

# Production Quality Live Render of 160 Billion Objects

This complex, publicly available, Moana Island scene, courtesy of Walt Disney Animation Studios, takes more than 100 gigabytes of system memory and is live rendered using Intel open source ray tracing libraries that are part of Intel® oneAPI Rendering Toolkit on an HPC cluster in Portland, Oregon. Teradici Cloud Access Software and PCoIP® technology enabled real-time interactive visualization of the scene from over 300 miles away in Vancouver, Canada at near-lossless visual quality and render rates of 10 – 20 frames per second.

Moana Island scene rendered with Intel® OSPRay and Intel® Open Image Denoise. Publicly available dataset courtesy of Walt Disney Animation Studios

## To learn more, visit:

**Intel® oneAPI Rendering Toolkit**
software.intel.com/oneapi-rendering-toolkit
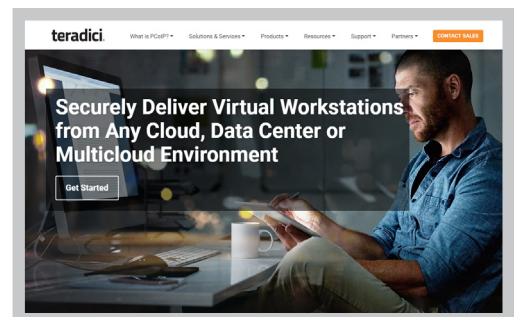
**Teradici Cloud Access Software**
teradici.com/cloud-access-software

## CONTACT US TO GET STARTED:  ✉ INTEL@TERADICI.COM