

VIDEO & MEDIA PROCESSING

Scale Modern Media Pipelines with Parallel Processing and Automation



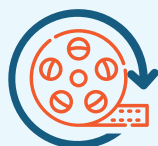
Video and animation can create giant file sizes that are hard to move around between the numerous studios, editors and rendering processes that create the final product. As cameras and viewing devices keep improving to reach greater resolutions, file sizes become larger than ever, requiring higher bandwidth in dispersed data centers than what can be achieved on-premises. Video production teams that need to be able to collaborate using powerful GPUs, and rendering servers struggle to share files between the various teams that process the files along the production cycle.

With a centralized repository between the clouds built on Faction Cloud Control Volumes, these giant media files can remain stationary, while studios leverage the best in breed tools from their hyper-scale cloud of choice to collaborate on media that is cloud-connected as files are presented and accessible from all the clouds simultaneously across low latency, high throughput links.



SPEED UP PRODUCTION

Cloud adjacent storage can store giant media libraries, at greater resolutions and make them accessible and shareable between various teams and studios involved in pre and post-production.



FUTURE-PROOF MEDIA WORKFLOWS

Clouds are constantly advancing GPU performance, making it critical to be able to switch between providers at a moment's notice without needing to migrate large media files out, over, and then back again for the next advancement.

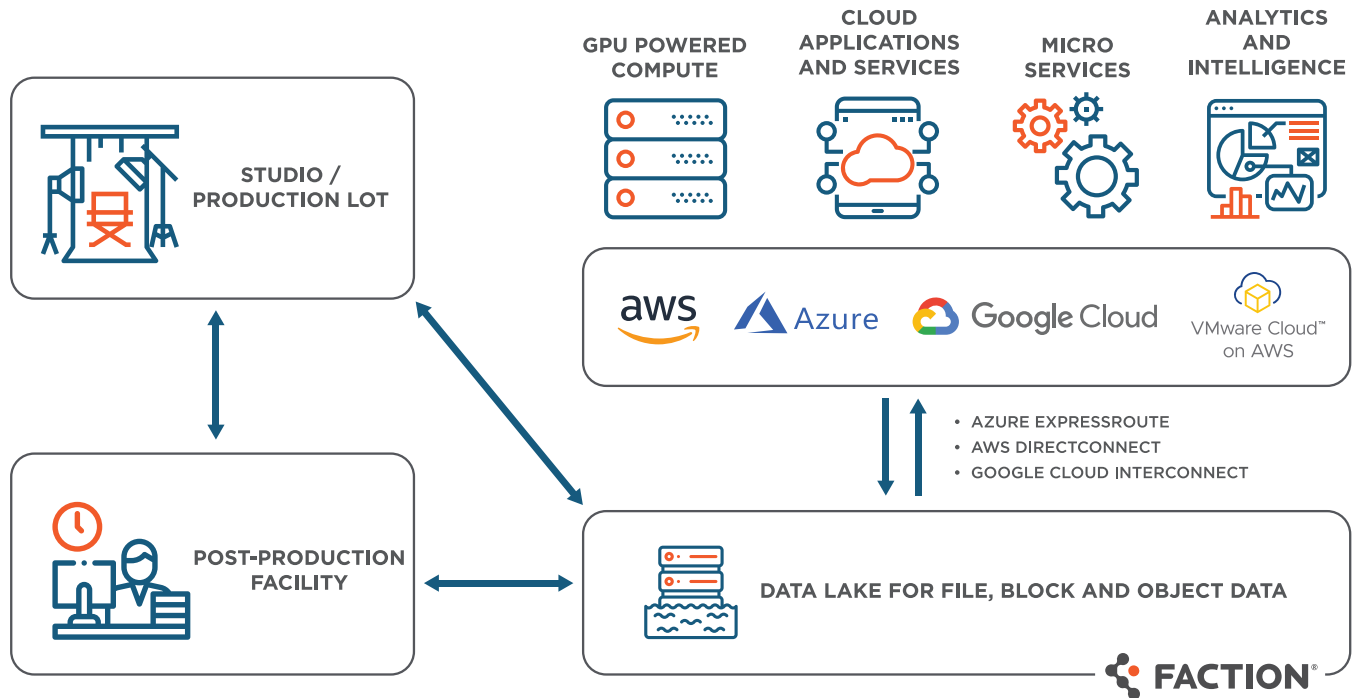


REDUCE COMPLEXITY

Synchronizing media files, version control, and data mobility becomes a nightmare when various teams work distributed across various cloud providers. Centralized media storage adjacent to clouds reduces the need for multiple copies and version sprawl.



SOLUTION ARCHITECTURE



SOLUTION SCENARIO

- As cameras and viewing devices achieve higher and higher resolutions, file sizes become larger than ever, requiring higher bandwidth in dispersed data centers than what can be achieved on-premises.
- Video production teams need to be able to collaborate using shared files, powerful GPUs, and rendering servers.
- Increased demand for larger libraries of video content that need to be delivered to consumers without buffering issues.
- Need to improve consumer experience by accurately suggesting new content that keeps viewers engaged with the service.

SOLUTION BENEFITS

- Cloud-adjacent storage can store giant media libraries, at greater resolutions. Low latencies and proximity to major clouds improve throughput.
- Using high-performance GPU instances in the cloud of choice, production studios can collaborate using the best tools for the task.
- Powerful cloud-based CPUs can handle the compute-intensive work of final renders, reducing the need for expensive local machines.
- Public clouds support video editorial workflows, enabling dispersed video teams to work together and keep project files synced.
- Cloud services like AI and Machine Learning from any cloud can now be used to analyze the data warehouse to drive actionable insights

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