

Got a Render Farm?

You need

SMEDGE™

Get the reliability and the power of much more expensive solutions, with a simple interface that users have loved for more than a dozen years.

Use it on networks large and small, without any training and without breaking the bank.

It is simple to setup and highly automated, on Windows, Linux, and Mac at the same time.

Whether your render farm is **9** or **900** machines, Smedge gives you a simple and reliable tool to put the power of your hardware to work for you.

www.uberware.net



Stability you need...

PRODUCTION TESTED

Smedge has been in production use for over **15** years worldwide. It is currently in production at locations ranging from a handful of machines to large data-centers running over **1,500** nodes. Customers include visual effects and animation facilities (**Sony Pictures Animation**), commercial render farms (**Rebusfarm**), broadcasters (**MTV**), video game studios (**Microsoft**), automotive (**Jaguar Land-Rover**), aerospace (**Boeing**), and educational institutions (**Art Institutes**, **Harvard Medical School**).

MODULAR EVENT DRIVEN ARCHITECTURE

Smedge is highly modular, and components are automatically updated with only the information they need as that information becomes available to the system for a responsive feel with minimal network usage. And you can easily hook into the events to customize rendering or integrate Smedge into even the most complicated production pipelines.

HIGHLY AUTOMATED CONFIGURATION

Smedge dynamically controls its own performance, so you don't need to be an expert at optimizing databases or networks just to get it running, even at scale. It can automatically configure the components used on a machine, and automatically manage the details of the underlying client/server network architecture. Smedge can also automatically find the render executables, automatically use customized settings you have configured on new nodes, and even automatically customize the graphical interface for your artists and wranglers.

Features you want...

SEAMLESS CROSS-PLATFORM INTEGRATION

All Smedge components work identically on Windows, Linux and Mac computers, and can seamlessly interconnect creating a heterogeneous network from all of your available hardware.

POWERFUL PRIORITIZATION

Smedge includes several levels of prioritization including prioritized "Pools" of nodes, numerical job priority, and job dependencies. You can configure either "first-in, first-out" or "round robin" style distribution for equivalent priority jobs.

POWER SAVING FEATURES

Smedge can put machines into low power mode when not in use and wake them automatically only when they are needed, or manually whenever you want. You can also shift your licenses where they are needed without interrupting or restarting anything, in order to optimize your hardware usage.

DECENTRALIZED CONTROL

You can configure any attribute of any node or job from any other node. You can even configure several machines at once, and apply preset configurations to quickly adjust lots of settings. Of course you can lock down this control if needed.

BACKGROUND OPERATION

Smedge can be used in a simple click and render mode, or it can be set to run automatically at boot as a service or daemon.

GUI that you can understand...

SIMPLE AND CONSISTENT INTERFACE

With a consistent user interface for all products, the Smedge graphical interface is also highly customizable and provides a responsive and easy to understand portal for artists, TDs, render wranglers, and system administrators to submit and monitor jobs, and control the system.

CUSTOMIZABLE INTEGRATION

Smedge can integrate with your favorite frame viewer to allow you to view rendered frames and sequences directly from the interface. You can also integrate with your favorite remote desktop system to allow you to easily check in on your machines without leaving your desk.

SPECIALIZED INTERFACES

Have Smedge play a sound, send an email, or run any custom process on your machine when render events occur using the graphical **Herald** component.

Use **Check File Sequence** to browse the rendered image files and easily find and re-queue bad or missing frames.

Get an overview of the processor and memory usage across your entire farm with the **Conspectus** tool.

And everyone loves **Aegis**: a simple graphical interface to enable or disable your workstation from participating on the farm.

CLI that you can use...

DO EVERYTHING WITH COMMANDS

Smedge also includes a complete suite of command line tools that can interact with the system. Anything that you can do from the GUI you can also do from the command line. Using these tools it is possible to completely integrate Smedge into any pipeline, and even to completely replace the default graphical interface with whatever customized interface you desire.

SUBMIT DIRECTLY FROM OTHER PACKAGES

Smedge ships with integration scripts that allow you to submit jobs without leaving your rendering application interface. Smedge includes scripts to integrate with applications like Maya, Nuke, Cinema 4D, After Effects and 3D Studio Max, giving your artists a comfortable way to get their work into the system without requiring them to open and run a separate application. And you can easily adjust these scripts for your particular pipeline while benefiting from the work already provided.

OVERRIDABLE OPTIONS

Most options and configurations can be loaded from multiple locations, allowing you to configure system-wide defaults that can get overridden at a machine level and then overridden again at a user level. Combine these files with the ability to run Smedge from a file server, and you have an incredible amount of power to configure your system easily, while still allowing complete customization for machines and users where you need it.

Control Anything

SMEDGE - *Distribute Anything Well*

Smedge's open design allows you to control nearly any kind of process that you want to distribute. The easiest processes to control are those with a command line interface, which can often be added as Virtual Modules in under an hour. But even the most complicated forms of inter-process communication can be used with Smedge, including using files, pipes, streams, sockets, or shared memory. These are the products that are supported out of the box:

- **3D Studio Max**
*sequences and single frames
using any plug-in renderers*
- **3Delight**
- **AfterEffects**
- **Air**
- **Aqsis**
- **Alias**
- **Blender**
- **Cinema 4D**
using any plug-in renderers
- **Combustion**
- **Digital Fusion**
- **FFmpeg**
- **Fryrender**
sequences and single frames
- **Gelato**
- **Houdini**
using any plug-in renderers
- **imgcvt**
- **Indigo**
sequences and single frames
- **Lightwave**
- **MachStudio Pro**
- **Maxwell**
sequences and single frames
- **Maya**
sequences and single frames
 - 3Delight for Maya
 - Arnold for Maya
 - finalRender for Maya
 - Maxwell for Maya
 - Maya software renderer
 - Maya hardware renderer
 - Maya lightmap exporter
 - mental ray for Maya
 - RenderMan for Maya
 - V-Ray for Maya
or any other plug-in renderers
- **MayaMan**
- **mental ray Standalone**
- **Modo**
- **Nuke**
- **Pixar RenderMan**
- **REDline**
- **Rendition**
- **Shake**
- **SihlouetteFX**
- **Softimage (XSI)**
using any plug-in renderers
- **Thea**
sequences and single frames
- **Turtle**
- **V-Ray Standalone**
- **Viz**
- **Vue**

Virtual Modules are INI format text files that define the command line syntax, optional parameter names and types, and image and error detection keywords for controlling a render process. These files make it easy to control nearly any tool or program that has a command line interface.

The included **Generic Script** product allows you to distribute a custom formatted command line with variable substitution. Distribute a range of frames or items, or send one worker to each machine in a pool. You can also execute commands immediately on one or more Engines, bypassing the job queue.

Smedge is built with a robust cross-platform C++ API that you can use to create plug-in modules that implement control of nearly any type of computer process. If you know how to divide the process into work that can run on multiple machines, it is possible to queue, control and monitor it with Smedge.

How It Stacks Up

SMEDGE - *Distribute Anything Well*

Feature	Smedge	Qube	EnFuzion	Deadline	Rush
<i>Client-server architecture</i>	automatic	manual	manual	database	distributed
<i>Compiled components for optimum performance</i>	yes	yes	yes	no	no
<i>Requires third party applications for basic operation</i>	no	no	no	no	yes
<i>Automatic node first time configuration without user interaction</i>	yes	no	no	yes	no
<i>Decentralized node and job control</i>	yes	yes	yes	yes	yes
<i>Monitor process output in real time and after work completion</i>	yes	yes	no	yes	yes
<i>Built-in file transfer optimization</i>	yes	no	yes	no	no
<i>Automatic font synchronization</i>	yes	no	no	After Effects only	no
<i>Machine pool prioritization</i>	yes	yes	no	yes	manual
<i>User level permissions to control system operation</i>	no	yes	no	yes	yes
<i>Uses specified user account to execute work processes</i>	no	yes	no	no	no
<i>Default support for leading renderers out of the box</i>	54	48	33	43	18
<i>Simple unrestricted arbitrary user command distribution</i>	yes	no	no	yes	yes
<i>Immediate mode command execution and machine control</i>	yes	machine control	no	no	no
<i>Integrated product license validation</i>	no	yes	yes	no	no
<i>Built-in image previews in graphical interface</i>	no	no	yes	no	no
<i>Rendered frame file validation and listing</i>	yes	no	no	no	no
<i>Integrated node availability time and processor restrictions</i>	yes	yes	no	no	no
<i>Power saving features</i>	yes	no	no	yes	no
<i>Custom product control</i>	yes	yes	no	yes	yes
<i>Scriptable pipeline integration</i>	yes	yes	yes	yes	yes
<i>Programmable API for customization</i>	yes	yes	yes	no	no
<i>Included web interface</i>	no	no	yes	no	no
<i>Automatic Windows drive remapping</i>	yes	yes	no	no	no
<i>Email notifications</i>	yes	yes	no	yes	yes
<i>Statistics reporting</i>	manual	automatic	manual	automatic	manual
<i>Customizable queuing algorithms</i>	with C++ API	yes	no	no	no
<i>Licensing</i>	node	server / client	node	node	node
<i>Processor sockets per license</i>	unlimited	2	unlimited	unlimited	unlimited
<i>Cost per node</i>	up to \$150	\$3,500 / \$360	up to \$400	up to \$185	up to \$190

Comparisons based on published specifications as of August 2013.

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See you in Smedge!

SMEDGE - *Distribute Anything Well*

Get Smedge...

Please visit our website for download links and installation instructions for the current version of Smedge:

<http://www.uberware.net/smedge/>

USE IT FOR FREE!

You can run Smedge on up to 3 machines with no license installed and no limitations on what you can do. If you have a larger farm and want to try out Smedge at full scale, contact us for a 2 week trial license, which can run on your entire network with no other limitations.

You only need Smedge licenses on the machines that will be rendering (the Engine component). All other components can run on as many machines as you wish with no license limitations.

BUY OR RENT LICENSES

Smedge includes an annual support system that allows you continued access to technical support and product updates. However, even if you don't keep your support current, you can continue to run your current version of Smedge indefinitely.

You can get price quotes and purchase Smedge directly through our website, or make your purchase through one of our resellers around the world. Smedge licenses can also be rented for short term scaling. Please contact us for more information.

Got Questions?

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