

**Industrial
animations**
blender rendering
/success story/

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EURO

SUCCESS STORY IN RENDERING INDUSTRIAL ANIMATIONS



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References / youtube:

<https://www.youtube.com/channel/UChRKG5eSWZx0Sqa5YRF63qQ>

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THE PROBLEM

- Desire for animations about designed power plant, biochemical plants .. etc.
- Rendering time is too high.

SUCCESS STORY DETAILS

HPC provider: KIFÜ

Domain Expert: Ferenc Zsardon

Country: Hungary

THE HPC PROBLEM DOMAIN

How to ->

Run Blender in HPC/SLURM environment

SBATCH code

Multi-node SLURM job for Blender

Set GPUs into operation (Python code)

THE SOLUTION

Rendering frames of blender file on N nodes and on Nx3 GPUs in HPC.

THE BENEFITS

More rendering capacity

Blender-HPC know-how

Blender-SLURM know-how

Same GPUs – less bad frame-similar frames