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# Virtual Production Workflow

*Experience faster content creation workflows and GPU-accelerated rendering with NVIDIA RTX Server, Maya Batch Rendering and Arnold*

## OVERVIEW

The RTX Servers in this demo are running both the Artist's Desktop and the final frame rendering, showing how a customer can use the same hardware -- in this case quad GPU systems --  for both workloads. In the Artist's Workspace, we are showing Maya 2019 and the Arnold renderer using an RTX8000 to accelerate animation as well as the final frame batch rendering.

## KEY POINTS

1. <u>RTX Accelerated Final Frame Rendering Shortens Turnaround Times:</u> Whether it's returning a rush job for a critical review faster, or processing more frames every night, RTX GPUs shorten the wait, cost less, and don't require a larger data center.
2. <u>One Server, Multiple Uses</u>: It's no longer just a render farm. The same server powers the Artist's Desktops and the final frame rendering meaning customers can dynamically allocate the GPUs to where they are needed.
3. <u>GPU Acceleration makes it possible to host multiple Artist's on one Server</u>: CPU intensive operations like rendering limit the number of artists that can share a single set of resources and maintain productivity. Moving that compute-intensive workload to the GPU means multiple artists can work on one machine allowing IT admins to increase the density and lower the cost of operation without sacrificing the artist's productivity.