



Interactive Digital Media Focus Group

2nd SEA Grid Forum Meeting

19 May 2006

Singapore

Agenda

- Scope of Interactive Digital Media
- Proposal: Rendering Grid
 - software provisioning
 - Compute resource provisioning
- Informal sharing of Digital Media efforts
 - Singapore
 - Malaysia
 - Thailand

Scope of Focus Group

- Interactive Digital Media covers several areas
- Concentrate on:
 - Rendering grid
 - Software provisioning
 - Job submission
 - Storage grid(?) (Luke)

Country Involvement & Support

- Need support from various countries
 - Person-in-charge per country
 - Responsible for infrastructure provisioning
 - Be contact point for support provisioning
 - Machines contributed to project
 - Identify machines
 - Install machines with necessary software
 - Provide machines details

Proposals

- **Rendering Grid** (JL)
 - Involves grid resources from geographically different sites, performing digital media rendering.
 - The rendering software used could be mental ray, POV-Ray (Putchong suggests using this), or other open-source software (Jon suggests exploring Pixie).
- **Interactive Rendering Job Despatcher** (JL)
 - Provides an interface which will help isolate the technicalities of the rendering from the animator.
 - The method will be to either allow the user to submit the rendering job via the modelling software tool (e.g. Maya), or through a portal.
- **Framework for Media Storage** (Luke)

Provisioning Requirements

- Rendering Software Stack:
 - POV-Ray
 - Pixie
- Clusters made available:
 - Singapore (16 nodes dual-Xeon)
 - Others?

Any other thoughts?