Bringing NVIDIA iray(R) and Ease of Use to Designers

Presented by David Randle - Director of Operations at Bunkspeed
CORE BELIEF

Give designers an easy way to make more insightful design decisions
BELIEVE IN BUNKSPEED
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Trusted leader in the design visualization space 10 years running

Hundreds of global clients invested in the critical to business design phase.
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Designer oriented interface and workflows
Built by designers for designers.
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Leverages average as well as cutting edge hardware
Produce on laptops or present on powerwalls.
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Top notch rendering technology
Designers don't like to compromise...neither do we.
WHY WE LOVE
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Cutting edge GPUs
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Cutting edge GPUs

Top shelf rendering software

iray®
CUTTING EDGE GPUS
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CUDA support with many cores
Over 2000 cores on a single chip.
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Largest VRAM available (Up to 12gb with the K6000)
That means data handling of up to 80-100million polygons on a single GPU.
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Consistent and dramatic performance gains with each release cycle
Almost a doubling in performance for each generation of GPUs consistently (unlike CPUs).

![Generational Processor Performance Gains](chart.png)
Scalability
Add GPUs, add performance...almost linearly!
Maximus technology
Two workstations in one. Seamlessly work and render at the same time on a single system.

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GRID VCA
Virtualized GPUs + Streaming = A visualization workstation from any device, anywhere.

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IRAY
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Turnkey, ultra high quality raytracing
iray Photoreal - settings free photographic perfection.
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No compromises
Handles any lighting scenario, simple or complex, with equal and expected results and no additional settings.
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CUDA based
Leverages modern and fast CUDA based NVIDIA GPUs for best performance and scalability.
Scalable

Whether a single, multicore mobile GPU, multi GPU Maximus system, or GRID cluster - iray will use it.
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CPU fallback and Hybrid rendering
No NVIDIA GPU or your data sets simply too large? don’t worry, iray can still use the CPU.
iray can even use both CPU and GPU together in Hybrid mode.
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Time and time again, the ARC team innovates, delivers, resolves and impresses.
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MDL shader system
The most interesting and functional Material Description Language we have yet to use.
THE BUNKSPEED MAGIC
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EASY
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EASY

FAST
THE BUNKSPEED MAGIC

EASY

FAST

FUN
EASE OF USE
INTUITIVE UI AND PARAMETERS
PRODUCTIVITY (AUTO-PAINT, CAD LIVE-UPDATE)
DRAG AND DROP EVERYTHING
MATERIALS THAT MAKE SENSE
HIGH QUALITY HDRI BASED LIGHTING
HUNDREDS OF CLOUD BASED ASSETS
THE RESULTS

NVIDIA + BUNKSPEED =