

Distributive visualization

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Friday, 22 February 2008
Last Updated Monday, 25 February 2008

Distributed visualization is a kind of distributed computing. In that kind of computing many computers are used to render parts of bigger project. Main reason for that is complexity of rendering which prevents us from using single PC. Rendering some animations on single PC can take not just hours, but days or months. In order to finish rendering as quick as possible we use multiple computers. Only way to render on distributed network is to split animation into frames and render them separately. Every machine will get one or few frames to render. After rendering all frames should be collected and joined together.