

# DUX Soft

www.duxsoft.com

Year of Incorporation: 2000

Category of Innovation: Business Process & Business Model



**Company overview:** IT infrastructure and data centre consulting, media application and scripting, workflow and digital asset management, HPC products and solutions, digital prototyping, storage and network solutions.

**Innovation:** Commercialised in February 2008, DUX Soft's product, SPARXT is the world's first high performance, cluster computing based rendering solution designed on the fundamentals of grid computing in combination with render farm management and render scheduling. Designed for AVG and HPC-based industries, SPARXT allows users to log-in to their accounts remotely, submit job files, monitor job progress, and control billing. SPARXT supports both Linux and Windows compute nodes along with most leading industry software such as Maya, 3DS Max, among others and can be configured to work with any command line rendering engine. It is a single HPC-enabled tool to run and manage local or remote render farms and data centres with energy efficiency features. SPARXT can be deployed in the render farms at Studios and has also been implemented at <http://www.renderarm.com>, India's first Remote Render Farm. SPARXT is built on Sun Grid engine and can be integrated with other leading HPC platforms such as Windows HPC 2008, etc. It is the world's first Cluster Computing based Rendering Solution for AVG and HPC based industries.

## Impact of Innovation

**Internal:** SPARXT has resulted in a completely new revenue stream for DUX Soft. The software has enhanced the company's competitive advantage by vastly improving the process of rendering and digital asset management. The company has experienced a 60 percent increase in sales, customer and employee satisfaction as a result of the innovation. SPARXT has also increased DUX Soft's access to capital due to increased revenues, its unique value proposition and attractiveness for VC funding.



**External:** Clients have reported that SPARXT has improved their rendering time by almost 25-40 percent. Following the implementation of the DUX Soft solution, studios have been able to dynamically change their production practices without having to undergo a major change management process with every project. Companies have experienced a significant reduction in the time taken to render frames for a movie or animation. The intuitive interface has made it easy for users to operate the solution and access the power of supercomputing. Deploying the SPARXT Render Farm Management module on a 25-50 node farm takes around three hours. This is a tremendous time saving compared to other solutions that take days or even weeks to deploy.

**Customer speak:**

**“DUX Soft allowed us to render large volumes of animation with the help of their user friendly interface which required very little set up and had a low learning curve. DUX Soft's rendering service helped us deliver.”**

**Jesh Krishna Murthy, CEO and Founder, Anibrain**

