

# One Platform for Every Stage of VFX Hybrid Cloud Workflows

Pixitmedia for VFX | Solution Brief

## Challenge: VFX Demands More Than Infrastructure Can Deliver

VFX is the most demanding workload in media. Frame sizes climb, simulations scale, and render queues grow without warning. Burst rendering to the cloud has become routine, but cloud economics punish the unprepared.

- **Render farms outpace storage.** Traditional platforms cannot feed hundreds of GPU instances at sustained bandwidth.
- **Cloud movement is manual and expensive.** Staging assets to burst sites means custom scripts, third-party tools, and runaway egress fees.
- **Data islands form across sites.** Without a unified namespace, artists work on copies and producers lose track of the source of truth.

## Solution: A Hybrid Filesystem That Moves With the Pipeline



### Collaboration

Single global namespace across on-premise and cloud Pixstor for artists and render nodes



### Data Management

Policy-driven tiering across NVMe, object, and cloud, with S3 transport between sites



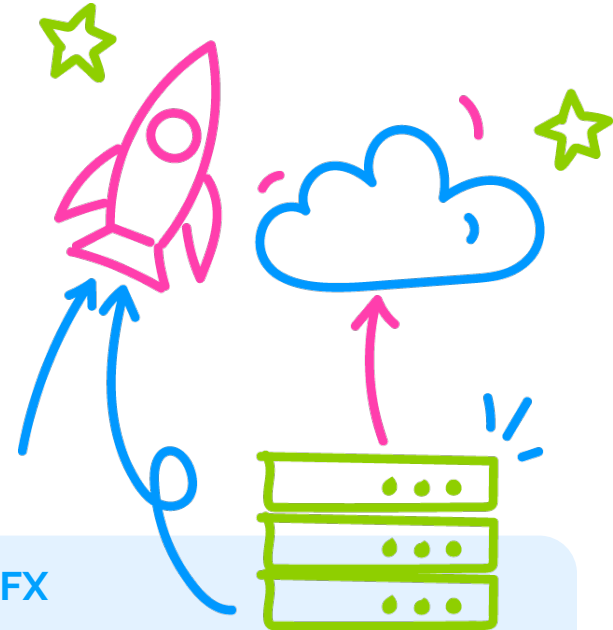
### Orchestration

Native integration with pipeline tools such as AWS Deadline and Autodesk Flow to trigger data placement

## Outcome: Hybrid Cloud Economics That Actually Work

VFX studios including Nexus Studios run their pipelines on Pixitmedia. These environments demand storage that scales on demand, integrates with creative tools, and treats cloud as an extension of the facility rather than a destination.

- **Burst render without rebuilds.** Cloud Pixstor instances spin up sized to the job, with no proprietary staging layer.
- **Predictable cloud costs.** S3 is transport between Pixstor sites, not a render target — staged and controlled, not reactive.
- **Pipeline-driven data movement.** Pre-stage assets ahead of render queues and tiers completed work back automatically.
- **One filesystem, many sites.** Artists, supervisors, and render farms see the same namespace across on-prem, cloud, and archive.
- **Lower TCO across the lifecycle.** Pay for performance when you need it. Pay for capacity when you do not.



### Why Pixitmedia for VFX



#### No render bottlenecks

Sustained bandwidth feeds hundreds of GPU instances without degradation



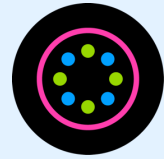
#### No reactive egress

Cloud movement aligns with the pipeline, not the infrastructure



#### No data islands

One global namespace across every site, on-prem and cloud



#### No vendor lock-in

Open architecture, S3-compatible targets, no proprietary formats