

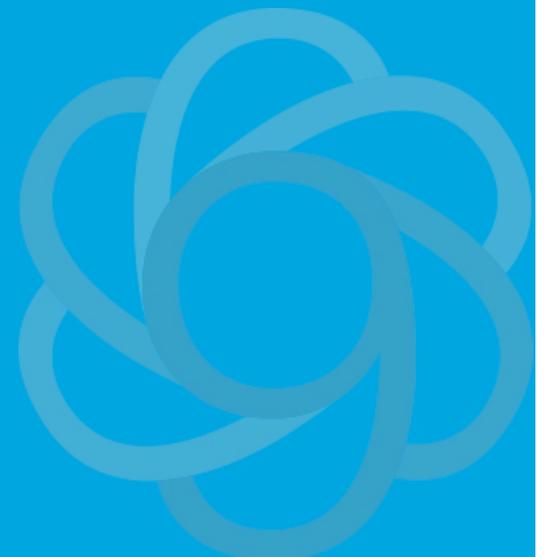


**YOUR CREATIVITY ISN'T CONFINED
TO A GEOGRAPHIC AREA.**

So why is your studio?



Remote work isn't all a rainbow shower of Skittles for artists and developers with demanding creative workloads. Artists need to work from anywhere in the world while generating the same amazing results and having the same creative experience they have in a physical office sitting right next to hardware. Meanwhile, studios are under pressure to work globally, watch their bottom line, and hit shorter deadlines. The power of the cloud can give you all of this and more!





Break the Fourth Wall of your Workstation With Studio in the Cloud

Studio in the Cloud delivers a complete on-demand VFX experience to remote artists that feels like a local studio, but with as much computing power available as they need to hit deadlines faster. It delivers a production-ready, digital content creation studio from a cloud or mixed hybrid environment right to any desktop anywhere.

From virtually anywhere in the world you can:

- ▶ Launch secure, scalable virtual game design studios on demand so artists, editors and developers can start work on a production immediately.
- ▶ Set up and assign cloud workstations fully loaded with creative applications, custom tools, and project environments—in just a few clicks.
- ▶ Access high-performance computing via stellar remote display technology for graphically intensive applications.
- ▶ Ingest footage from production shoots to high-speed cloud storage easily so artists can work collaboratively to deliver the final product.
- ▶ Take advantage of powerful cloud compute instances for high-performance rendering, builds, and testing.





Studio in the Cloud quickly enables anyone to manage the creation of media assets and video games at scale. Get compute resources when and where they're needed.

“I personally love the cloud-based workstations because I can now access my workstation anytime. Even when I need to travel somewhere to work on a set.”
— Andrew Sagar, VFX Supervisor, SPLICE

Virtual Workstations

- ▶ Immediately add artist workstations and get all the CPU, GPU, and memory you need for the job in a wide variety of global locations.
- ▶ Remote access with 4k displays engineered specifically for creatives, supporting high frame rates, pixel fidelity, and color accuracy.
- ▶ Seamlessly use drawing tablets, game controllers, and any other USB hardware tools in the same manner as a desktop workstation.
- ▶ Preload workstations with your preferred software and manage users and licenses easily.

High Performance Project Storage

- ▶ Launch the world's most popular file systems on-demand and easily populate them with raw footage and library assets.
- ▶ Directly mount high-speed storage to your workstations—with access control, backups, and built in deduplication.
- ▶ Manage storage costs effectively with automated data-tiering strategies, project segregation, and archival solutions.

Work remotely in teams and still meet fast production times without sacrificing security.

Optimize Workflows

- ▶ Reimagine production workflows as you let multiple artists collaborate around your assets and data in the cloud simultaneously - stop spending time on shipping the data around
- ▶ Add new artists and freelancers from anywhere without delay
- ▶ Locate your productions wherever you want on the globe with fast network access
- ▶ Adapt to changing needs by adding, upgrading or removing creative workstations and storage with a click—no procurement delays or IT assistance needed
- ▶ Spin up limitless render or build power when you're ready to finish fast

Stop Content Leaks

- ▶ Stream pixels instead of data to ensure remote work is conducted in a secure manner.
- ▶ All storage, software and compute services stay in the cloud—not on the endpoint device.
- ▶ Users and permissions are under your control.
- ▶ All data and communication is encrypted for safety.
- ▶ Engineered to the highest standards to pass Trusted Partner Network (MPAA/CDSA) security assessments.





**Spend more time improving
your work and less time waiting
for renders to finish—
at a fraction of the cost.**

**“The solution that Six Nines
provided us will help us see
and understand our costs so we
can make the best possible use
of our time in the cloud.”**
— *Gaurav Gupta, CEO of FutureWorks*

Using 10 cloud servers for 10 hours costs the same as 20 servers for 5 hours or 100 servers for 1 hour.¹ Build and test in a massively parallel manner.

Cloud Rendering

- ▶ Scale rendering capacity at will with no procurement delay.
- ▶ Render faster for the same cost with unlimited cloud elasticity.
- ▶ Ratchet compute power up or down as needed without paying for idle servers.

Hybrid Cloud Burst Rendering

- ▶ Extend your current on-prem renderfarm capacity to get more power when you need it
- ▶ Leverage your existing server investment without adding more on-prem hardware.
- ▶ Don't pay for excess idle capacity—spin up only the number of instances needed.

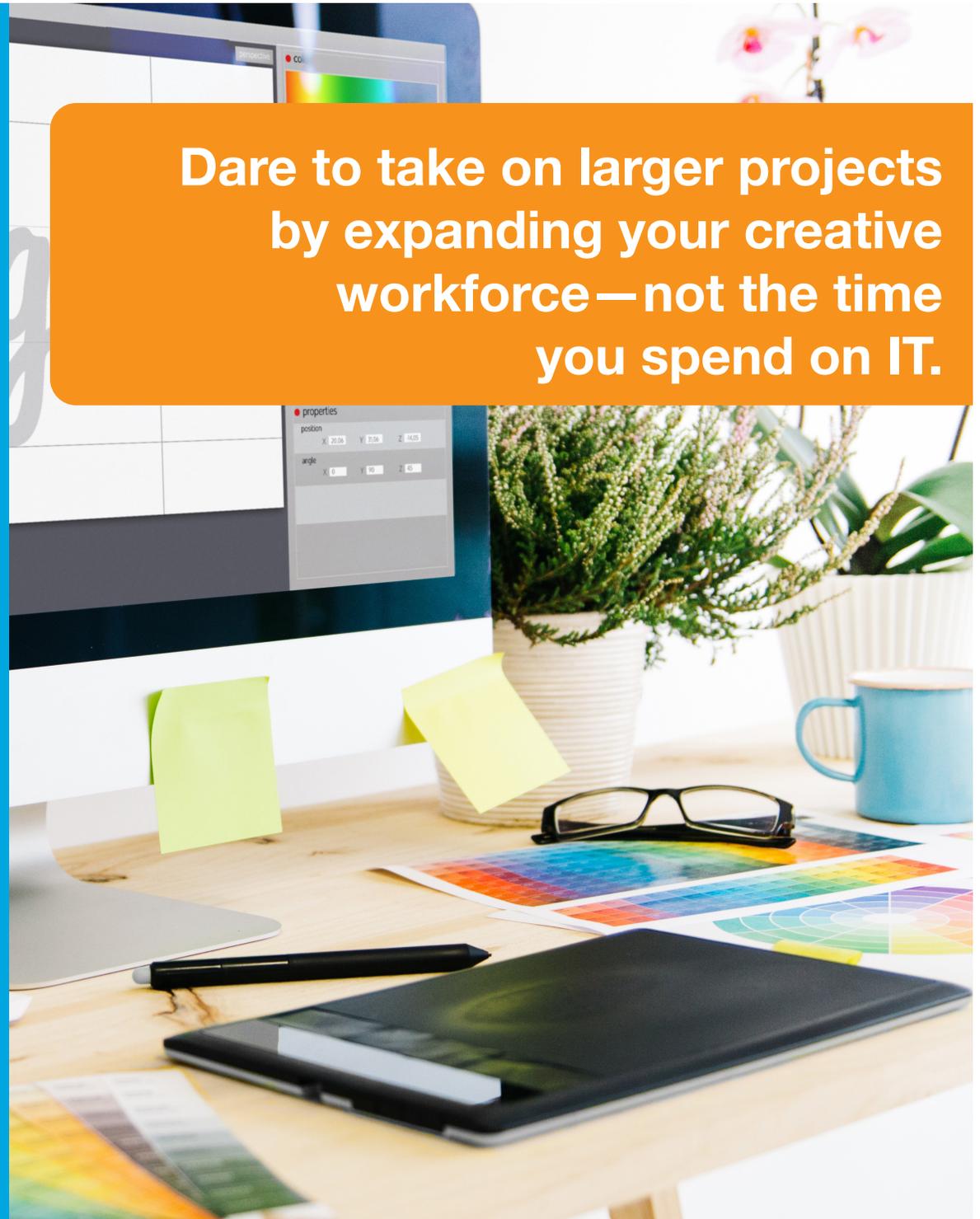
¹Game developers can use the same economies of scale to build and test in a massively parallel manner.

Operate entirely in the cloud and get all the necessary tools at your command, at your location of choice!

Give your artists a premium experience

Studio in the Cloud supports all of the critical applications you run on-prem for CG, retouch, editing, animation, VFX, and more, from Adobe Creative cloud to Maya, Houdini, and Nuke to Unreal Engine. You can use your Wacom tablets and game controllers and other devices too. Now artists don't have to be distracted by hardware and software, they can have the same desktop experience regardless of geographic location or file size because we have assembled all the building blocks needed to support great virtual VFX experiences — all in the cloud.

Dare to take on larger projects by expanding your creative workforce—not the time you spend on IT.





What makes a good artist experience?

Knowing you have the same creative horsepower and tools—anywhere—to support your customers' projects.

Our customers are using Studio in the Cloud to create *The Walking Dead*, *DC Legends of Tomorrow*, *Arrow*, *Daredevil*, *All American*, and *Once Upon a Time*.

From anywhere and at anytime, regardless of the personnel requirements, they support films and television shows for today's largest streaming platforms, including Netflix, Amazon, and Disney+ Hotstar in India.

Learn what some of our customers have to say in these Studio in the Cloud testimonials:

SPLICE - Based in Minneapolis, Minnesota, SPLICE is a post-production studio offering a range of services, including visual effects (VFX), motion design, and color, for episodic television and independent films.

FutureWorks - The company's 300 VFX specialists based in Mumbai and Chennai support films and television shows for today's largest streaming platforms.

Get:

- ▶ Creatives onto workstations, fully configured with their favorite tools, immediately.
- ▶ As much resource as you need for a project without being stuck with it afterwards.
- ▶ The ability to collaborate around content in an agile manner.
- ▶ Taking advantage of regional tax breaks by locating virtual studios per project.
- ▶ Comprehensive security up to TPN and MPAA standards.

**Empower creative collaboration.
Hit deadlines faster.
Stop content leaks.**

“There is no substitute for having great talent on your team, and I don’t know how you get better than this. We can now reach students anywhere, on almost any device, expanding the talent pool globally.”
— Aaron Thibault, VP of Strategic Operations at Gearbox Software.

A woman with long brown hair, wearing a bright yellow long-sleeved shirt, is seen from behind, sitting at a desk. In front of her is a laptop displaying a wireframe of a mobile application. The wireframe consists of several screens connected by lines, showing a user profile, a sign-up form, and a payment screen. The background is a blurred office environment with a bulletin board and a computer monitor.

Remove technical pieces like file systems and push more value out of the gate.

Six Nines was founded in 2008 to help customers build and run their business in the cloud. Its name refers to the platinum cloud standard of 99.9999% high availability (HA) and represents the brand promise to always be available for a customer's needs and dedicated to their success. Over the past decade the company has architected, deployed, and managed hundreds of cloud transformations from start to finish and specializes in High-Performance Computing (HPC) and DevOps scenarios. For enterprise-size Media and Entertainment (M&E) and gaming companies as well as large digital native organizations looking for cloud infrastructure optimization and support, Six Nines delivers the ability to focus on product development for a quicker go-to-market pace.

Learn how new Six Nines Studio in the Cloud Customers
get up to 10% off their AWS bill for a year.



Cloud Responsibly™



Explore More:

Blog - The Ideal Design Studio: Showcasing the Remote Artist Experience

Blog - The Ideal Design Studio for Game & VFX Artists: Defining the Workspace

Blog - Two Successful AWS VFX Pilots Demonstrate the Potential of Cloud-Based Render Farms and Workstations Webinar

Visit <https://studiointhecloud.io/> for more info
or sales@sixninesit.com to schedule a demo!