CHAOS GROUP CLOUD RENDERING SERVICE FREQUENTLY ASKED QUESTIONS BY PARTNERS

WHAT IS IT?

Q: Do you plan to offer cloud rendering services directly to V-Ray users?
A: Yes, we plan to offer such service and we are currently in the process of conducting initial closed beta trials with a limited number of users.

Q: What is this service? What does this button do?
A: Currently the button leads to a web page containing information about the Beta program of our upcoming cloud rendering service. Once the service becomes available, the button will allow users to submit their jobs for remote cloud rendering directly from their application.

Q: When are you planning to offer this service to customers?
A: A Beta program is already underway. As this program has just started, we do not have a set date for a commercial release yet.

Q: Which platforms is the service going to be available for?
A: We are starting the Beta program with V-Ray 3.6 for Rhino. Other products will be added to the Beta as they are released. Eventually the service will be available from all major V-Ray products.

Q: What will be the revenue model and price point for offering the service?
A: The exact revenue model and the price point will be announced closer to the commercial availability of the service.

HOW DOES IT IMPACT ME?

Q: Can I (the reseller) sell cloud rendering?
A: Yes. Although the cloud service will be offered directly to customers, we are planning options for bundles of pre-paid usage that could be sold together with workstation licenses by resellers.

Q : How will this cloud rendering service affect the reseller revenue from render node licenses?
A : Render nodes will remain a relevant product for most users. That said, customers are using cloud rendering services today and the trend is increasing. By bringing the service to V-Ray and enabling resellers to participate, you will get an opportunity to benefit from this growing market.