Poster paper

Comparing Computed Persistence of Vision on a Linux based cluster

Todd Cochrane **Paul Bryant**

School of Information Technology
Wellington Institute of Technology
Petone, NZ
Todd.Cochrane@weltec.ac.nz

Parallel computing using "off the shelf" networked hardware is a known technology that smaller organisations can use to increase their computing throughput. Improvement in rendering of 3-D data is often achieved by computer graphic artists by over-clocking on machines that possibly have more than one processor. Alternatively the computer graphic artist may purchase the latest computers that can run their software. Here we present an investigation into an alternative rendering solution using clusters built using "off the shelf" and "already in place" hardware. Two POV-Ray rendering applications are run on two clusters, constructed from identically specified hardware, one based on Linux the other based on Windows 2000 Professional. Use of such systems by computer graphic artists is determined by the ability of the system to render data in the format produced by software that is used in industry.

Keywords

Parallel Computing, Cluster, Linux, Windows 2000 Professional, Rendering , Graphics, POV-Ray, PVM, MPI