

Announcing our next QCA Training Course in Toronto, Ontario at

STARZ ANIMATION

January 26 – 28, 2010

PipelineFX, makers of Qube!, the leading render farm management software for film and post production, broadcast graphics, 3D design, game development, and digital media education around the

World. Leading studios have already adopted Qube!, such as *Digital Domain, ImageMovers Digital, LAIKA, Tippet Studios, Electronic Arts, Bioware, Atari, Smoke and Mirrors, ReelFX, Method Studios, Nitrogen Studios,*

MTV, Turner Broadcasting, NBC Universal, ESPN, General Motors, RIM, Herman Miller, Lockheed Martin, Walt Disney Imagineering ... and many more

They have seen their rendering requirements grow as the industry becomes more and more competitive. These customers are utilizing Qube! to dramatically decrease artist render times, reduce render farm

administration and to mine historical render farm data to improve billing, project planning and license utilization.

"I've been using Qube for a number of years now, and I can say that I know it quite well. But even for an administrator like me, I found the QCA training to be quite informative and a really good forum for picking up things that I missed in the past and discussing different ways of implementation and optimization. I would recommend the QCA to anybody who wants to start learning Qube and even to those who have already been using it for a while. I'm sure that you, like I did, will pick-up some new insight while you're there! Thanks PipelineFX!"

- Jason Navarro - image engine

Qube! Certified Administrator Training

PipelineFX is proud to offer certification training on Qube! render farm management software. The Qube! Certified Administrator (QCA) certification validates the ability to install, configure, operate, and troubleshoot render farms used in digital media production. The curriculum is designed for technical support staff, render pipeline engineers, Qube! reseller implementation and pre-sales engineers, IT consultants implementing Qube! for render farms, R&D engineers, render wranglers and IT personnel charged with deploying and/or managing a render farm. Training includes extensive hands-on lab time.

Training Agenda

- Day 1: **Introduction to Qube!**
 - o Introduction to render farm architecture
 - o Qube! feature overview
 - o Site preparation for install
 - o Qube! installation and initial configuration

- Day 2: **Using Qube!**
 - o Submitting simple jobs
 - o Using JobTypes
 - o Queue monitoring
 - o The Qube! GUI
 - o Troubleshooting

- Day 3: **Advanced Qube!**
 - o Basic administration
 - o Advanced administration and configuration
 - o Render management best practices
 - o Support procedures and resources
 - o Q&A

Course taught by a Render Pipeline Expert :

Eric Salituro

Eric was a Senior Applications Engineer for PipelineFX. Prior to joining PipelineFX at its inception in 2002, Eric served as a Technical Consultant to Big Idea Productions on their debut film *Jonah: A Veggie Tales Movie*, and as a Technical Director at Square Pictures for the Animatrix short *Final Flight of the Osiris*. In previous years, Eric has also worked as a Technical Director and Production Engineer for such films as *Final Fantasy: The Spirits Within*, *Antz*, and *Shrek*.

Course size is limited so make your reservations now. Contact your Qube! reseller or your PipelineFX account manager today to reserve your seat.

Pricing: Three day course is \$2,400 U.S. Limit 10 participants per course.

For information or reservation: please send us an email at sales@3vis.com.