

MULTIMEDIA IMAGE RENDERING ON A DISTRIBUTED COMPUTER SYSTEM

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Abstract: *An enormous number of image processing software has been written for conventional desktop computers. These implement a wide range of measures, such as folding, histogram equalization and template matching. Rendering and processing in desktop computers could take days, sometimes weeks, before the job is done. But if it is spread the same part of work over multiple nodes could be done much faster. These applications usually have an enormous potential for parallelism. In this paper distributed digital image rendering is presented. The testing installation, operating conditions and network ballast are analyzed. It is concluded that it is necessary to define the center of the highest priority to provide the flexibility of high performance computing and storage system and the strongest ability of computational image rendering.*

Key words: *graphics, cluster, image rendering, POV-ray, distributed computer system*



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