ABSTRACT

Rendering is a process to change the geometry model into an image. There are two kinds of rendering, biased and unbiased rendering. Unbiased rendering give a better result then biased rendering because there is no simplification of the rendering process, but unbiased rendering need more time then biased rendering, also it need more computation resources. To handle that the using of cloud computing in B201 laboratory to make a render farm can be the alternate way. Render farm is a computer cluster built and work together to do rendering process. Luxrender is a software that used for unbiased rendering process because luxrender using ray tracing technique that can provide a very high level sharpness of image. To manage the cluster computer condor can be used because condor can do job scheduling for every computer in parallel way. The implementation of this research is a render farm that can do unbiased rendering and give result error as 66.54%-78.65% for rendering process in 5 minutes and 52.53%-61.1% for rendering process for 150 minutes.

Keywords: Render Farm, Cloud Computing, Luxrender
(halaman ini sengaja dikosongkan)