Whitepaper

The Render Network provides near real-time rendering using a decentralized GPU processing model to meet users' increasing GPU compute needs — both for current 3D rendering tasks and for emerging 3D applications. The Network allows for a model that improves render speed for artists, while reducing costs and increasing scale.

It improves capital efficiency by utilizing idle GPU compute capability, and rewarding GPU providers for their service. It also creates the opportunity for open-access to a growing suite of render and render-related software providers.

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