

Future media production. IOWN technology enables DX in media production

IOWN x Media Production DX

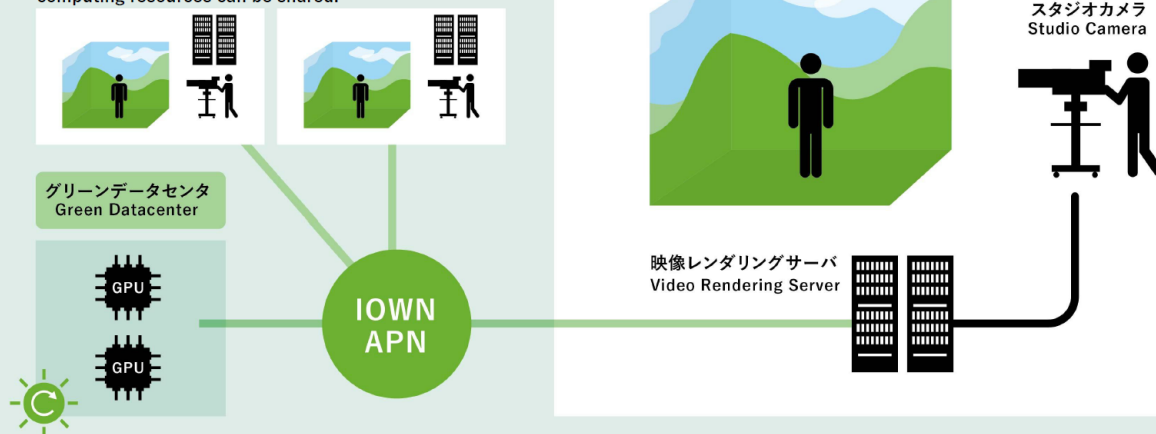
Background and Technical Challenges

Distributed processing with the APN (All-Photonics Network) and DCI for increased computing resources and power consumption due to advanced video processing at video production sites.

IOWN×映像プロダクションDX

IOWN × Media Production DX

バーチャルプロダクションスタジオの映像レンダリングサーバとリモートGPUをIOWN APNで接続することで、これまでスタジオにおいていた機器のスリム化、DCの高スペックな計算リソースの活用、および計算リソースのシェアリングを実現。By connecting the video rendering server of the virtual production studio to the remote GPU via IOWN APN, the equipment in the studio can be reduced, the high-spec computing resources of DC can be utilized, and the computing resources can be shared.



R&D Goals and Outcomes

Distribute power consumption in urban areas due to advanced video processing by video production centers.

Key Technologies

01 Core Technologies

- APN for remote video rendering
- Data Centric Infrastructure for GPU sharing

02 Key Differentiators

- Video rendering processing and time synchronization (PTP) with high capacity, low latency and no fluctuation are possible only with the APN.
- Flexible and scalable sharing with DCI over conventional architectures

Use Cases Entertainment

R&D phase Business

【Exhibitors】

NTT IOWN Product Design Center

【Contact】

[IOWN Product Design Center](#)

【Co-exhibitors】

TOKYO BROADCASTING SYSTEM TELEVISION, Inc., TBS ACT, Inc.

【Related Links】

-