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Creating distributed rendering applications

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Abstract. This article discusses the aspect of visualization appliance by the usage of distributed computing systems. It describes possible practical scope for several visualization technologies on the basis of an example for the construction such an application exploiting modern technologies and ready-made solutions. An extra attention is paid to the selection of software packages and to the provisioning of a final result to the end user taking in mind the issue of unusual computer graphics output approaches. In the light of these questions this study is carrying out an analysis of implementation's hardware and software features.
Keywords: Distributed Computing, Distributed Rendering, Computer Graphics, Visualization

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