

Data Security

"Unquestionably the most secure rendering service."

Here is a brief on how 3Delight Cloud securely handles your data. Some of the unique strategies employed makes it the most secure cloud rendering service on the market.

Data Communication

3Delight Cloud uses TLS/SSL (256 bits encryption) when uploading your scene data to the cloud and when transferring the rendered images back to your computer. TLS/SSL is the most secured internet communication available – the same standard used by banks and other organizations in need of high security.

Scene Data

Once your scene data reaches the cloud, it is fragmented into inaccessible smaller parts and stored using AES-256 encryption. The fragmentation is done using a proprietary process that makes it virtually impossible to rebuilt your scene without the original data on your hard drive as a reference (even if one broke the encryption to access the stored data, which in itself is impossible using current technology).

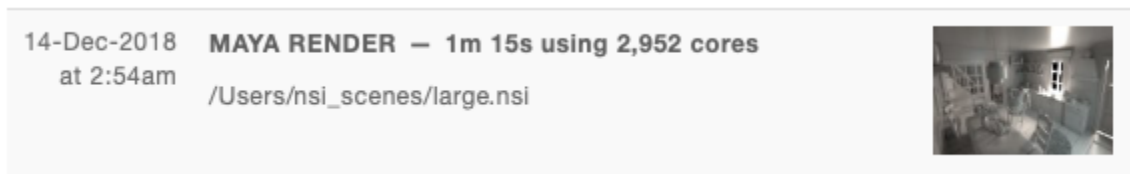
Image Data

Unique to 3Delight Cloud, your images are never stored in the cloud. **Not even** momentarily. Here is how it works: during rendering, pixels are streamed in small buckets directly to your computer using TLS/SSL 256 bits encryption. It is the program that we run simultaneously on your computer during rendering that decodes this incoming stream, forms the image and saves it to your hard drive (or displays it to your screen).



When using 3Delight Cloud, it is important to make sure your internet connection is not severed or your computer do not crash. In either case, rendering will abort as it will not know where to send the pixels. This is also why it is futile to ask us if or from where you could download your images after such an interruption, if it occurs. **No images are ever stored on 3Delight Cloud.**

There is one caveat: once the image is formed locally (on your computer), a thumbnail (128x72 pixels) is sent back to the cloud and saved (encrypted) in your Transaction History. Here is a sample:



A configuration option is provided to avoid saving thumbnails.

What if someone breaks into your account?

The consequences are limited:

1. Your scene data in the cloud won't be accessible as long as the person does not have access to your scene data on your own drive (see comments in the **Scene Data** section above).
2. The images you rendered won't be accessible as they were never stored in the cloud in the first place (see **Image Data** section above).
3. The person signing in to your account will be able to see your account balance and spendings as well as the thumbnails of your past renderings (in the Transaction History).
4. The person will be able to launch his own rendering using your credit balance, but only using his own scene data, not yours.