

# Media & VFX — Diffusion Relighting

**Client:** Global VFX Studio · **Region:** NA / EU / APAC

## Workload

SDXL-class diffusion + control nets, burst 8k jobs/hr

## Deployment topology

Core IDC (Ashburn, Frankfurt) + 12 Sovereign Edge

## Measured results

| Metric            | Value | Note      |
|-------------------|-------|-----------|
| Iteration time    | -71%  | per shot  |
| Artist throughput | +2.4x | shots/day |
| GPU utilization   | 84%   | 24h avg   |

## Methodology

Figures anonymised at customer request. Latencies measured at the client SDK boundary over rolling 14-day windows. Cost deltas reference the customer's prior production stack, normalised per token-equivalent.