



Sun Grid Chief Technologist Appointed Grid Institute Fellowship to Advance Media Grid Standards

BOSTON, MA - July 24, 2006 - The Grid Institute is pleased to announce that Dan Hushon, Senior Director and Chief Technologist of Sun Microsystems' on-demand Sun Grid compute utility, has been appointed a one year Fellowship to participate in the development of international Media Grid standards.

Hushon's Fellowship is the result of a close synergy between the Media Grid and Sun Grid, Sun's on-demand compute utility, and Sun's continued support of open technology standards.

An award-winning technologist and distributed computing evangelist, Mr. Hushon is the architect of numerous distributed and high-performance computing solutions with a focus on federated massive scale and maintenance of deterministic performance. As a Fellow of the Grid Institute Hushon will participate in the design and development of digital media utility computing standards as an invited expert of the following Media Grid Technology Working Groups:

- Quality of Service Technology Group (QOSTG)
- Grid Gateway Technology Group (GGTG)
- Rendering Technology Group (RTG)
- Gaming Technology Group (GTG)

"We look forward to working with Dan and Sun to develop a new generation of standards at the intersection of digital media and supercomputing," said Aaron E. Walsh, Director of the Grid Institute's MediaGrid.org standards organization. "Dan and his team have developed an extraordinary on-demand public compute utility in Sun Grid that we anticipate will have a positive influence on open Media Grid standards" continued Walsh.

In response to his Fellowship appointment, Mr. Hushon remarked "I'm excited about the vision Media Grid shares in the establishment of standards for utility computing marketplaces. The Media Grid is certainly bringing together the right kinds of partners — researchers, technologists, vendors and customers — to establish these standards."

Hushon will present his vision for the future of Media Grid standards at [Boston's Siggraph Summit](#) on July 30th.

About the Media Grid

The Media Grid is a public utility for digital media. Based on new and emerging distributed computational grid technologies, the Media Grid builds upon existing Internet and Web standards to create a unique network optimized for digital media delivery, storage, and processing. As an on-demand public computing utility, a range of software programs and Web sites can use the Media Grid for delivery and storage of rich media content, media processing, and computing power. The Media Grid is an open and extensible platform that enables a wide range of applications not possible with the traditional Internet alone, including: Massive Media on Demand (MMoD); Interactive digital cinema on demand; Immersive education and distance learning; Truly immersive multiplayer games and Virtual Reality (VR); Hollywood movie and film rendering, special effects, and composition; Real-time rendering of high resolution graphics; Real-time visualization of complex weather patterns; Real-time protein modeling and drug design; Telepresence, telemedicine, and telesurgery; Vehicle and aircraft design and simulation; Visualization of scientific and medical data.

The Grid Institute leads the design and development of the global Media Grid through the MediaGrid.org open standards organization in collaboration with industry, academia, and governments from around the world.

To learn more about Media Grid, Sun Grid and Siggraph Summit visit [MediaGrid.org](#), [Network.com](#) and [MediaGrid.org/summit](#)