Diskover

SOLUTION BRIEF | GAMING

From asset library to launch, every build accounted for.

One enriched metadata catalog for assets, builds, and test data across NAS, render farms, cloud, and archive.

30-50% of storage reclaimed by tiering and removing ROT

30+ hours a week returned to data teams from manual data housekeeping

1.4B files indexed in two hours, ~200K files per second

At a glance

KEY CHALLENGES

Textures, models, audio, cinematics, daily builds, and QA output pile up across NAS, render farms, and cloud with no shared catalog. Build servers hit storage limits, sprints wait on capacity, and outsourced studios need assets without access to engine source.

THE SOLUTION

Diskover indexes every file into one metadata catalog, with the data staying in place. Teams find assets and builds by fields such as project, platform, owner, and age, policy clears stale builds and shader caches, and cold content moves to lower-cost tiers as projects ship.

WHY IT MATTERS

Developers find assets and builds in seconds, so iteration cycles stay tight. Premium capacity comes back from stale builds and caches, the next storage purchase is smaller or later, and partners work from metadata while engine source stays closed.

Why Diskover

ONE CATALOG FROM ASSET TO BUILD

Index every file across studio NAS, render farm storage, object, cloud, and archive into one searchable view by fields such as project, platform, build, and age, so one search covers source art, builds, QA output, and shipped content, with data in place.

ENGINE SOURCE STAYS CLOSED

Diskover indexes metadata, not content, so outsourced art and animation studios can find, tag, and request assets from the catalog while source code and the build network stay closed to them.

BUILD CLEANUP BY POLICY

Daily builds, shader caches, crash dumps, and expired QA output are identified by metadata such as extension, path, and age, then policy clears or tiers them on schedule, so capacity comes back without tickets or someone remembering.

CONTEXT FROM THE TOOLS YOU RUN

Plugins add technical and production context to each file, such as format, resolution, and project status, so teams search by what an asset is and where it stands, not only by its file name.

TIERING AS PROJECTS SHIP

When a milestone closes or a title ships, policy moves cold builds, cinematics, and shipped content to lower-cost tiers and keeps the catalog entry, so a past build is still one search away.

ASK IN PLAIN LANGUAGE

Ask the catalog, "Which nightly builds older than 30 days are still on premium storage?" and get the matching files back with a recommended action, such as tiering, removing, or packaging for a partner. AI-assisted, human-approved.

About Diskover

Diskover helps enterprises structure unstructured data across cloud, on-prem, and edge environments, making it easier to search, govern, optimize, and deliver file data for compliance, analytics, and AI-ready workflows.

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Diskover

SOLUTION BRIEF

How it works

1 CONNECT
STORAGE OR IT TEAM

Point Diskover at studio NAS, render farm storage, object, cloud, and archive. Indexing runs in place, so assets and builds stay where pipelines and build servers expect them.

Example: build server storage is cataloged where it sits.

2 CATALOG
AUTOMATION

Every file becomes a searchable record with rich metadata, such as name, path, and owner, enriched with project and build tokens from the path, plugin metadata, and tags.

Example: a nightly build now shows its project, platform, and age.

3 CURATE
ANY AUTHORIZED TEAM

Tag by fields such as project, platform, milestone, and status. Build saved searches for what teams ask weekly, such as nightly builds past retention, or shader caches still on premium storage.

Example: an artist, producer, or QA lead saves "old nightly builds" as a search.

4 ACTIVATE
BY POLICY

Run tiering, cleanup, and packaging by policy with a full audit trail, and deliver curated asset metadata to pipelines, analytics, and AI tools through the API.

Example: shader caches from a closed milestone are tiered by policy, with a log.

WORKS ACROSS Cloud · On-prem · Hybrid · NAS · SAN · Object · Tape · Archive · Data lakes · Lakehouses · AI/BI/ML

Every asset, build, and test in one view.

Assets
textures, models, audio, cinematics
NAS

Builds
daily builds, shader caches, crash dumps
SCRATCH

Test and QA
QA output, test logs, playtest captures
CLOUD

Shipped titles
release builds, DLC, legacy projects
ARCHIVE

Diskover

ENRICHED METADATA CATALOG
Examples: project · platform · build · milestone · format · owner | from files, paths, plugins, and tags
Every team, from art to release, reads from the same inventory.

Clear stale builds
Old builds and shader caches tiered or removed by policy.

Safe partner access
Outsourced studios find and tag assets from the catalog.

Reuse shipped content
Completed titles stay searchable for remasters, DLC, and AI.

Key outcomes

MORE TIME BUILDING

Data teams get back 30+ hours a week from manual data housekeeping, time that goes back into building, testing, and shipping the game.

STORAGE SPEND DOWN

Teams reclaim 30% to 50% of storage by tiering and clearing stale builds and shader caches, so the next capacity purchase is smaller or later.

CONTENT READY FOR REUSE

Shipped assets and cinematics stay searchable on lower-cost tiers, ready for remasters, sequels, downloadable content (DLC), and AI training.

GET STARTED

Ready to see it on your estate?

Start with a 30-day proof of concept on your own data, and recover your investment in 3 to 6 months.

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