



# i3D.net delivers immersive online experiences from a Juniper foundation

Real-time entertainment and communications companies Ubisoft, EA, and Discord rely on i3D.net for high-performance, low-latency infrastructure to power their immersive digital experiences. As a leading provider of high-performance hosting and global infrastructure services, i3D.net operates a low-latency network with more than 40 points of presence globally.

i3D.net excels in the gaming market and hosts a variety of AAA games, which led to its acquisition by Ubisoft in 2019. It continues to help various large-scale gaming and enterprise customers deploy, scale, and manage their applications to over 350 million users globally. One of its biggest customers is the WebRTC platform Discord, for which i3D.net is the main provider for its video and audio streaming services. i3D.net relies on Juniper equipment to scale out its global network and points of presence.



#### **OVERVIEW**

Company i3D.net Industry Technology Products Used MX10003.1

MX10003, MX10004 and MX10008, QFX5130,

QFX5120, EX3400

Region

#### **CUSTOMER SUCCESS AT-A-GLANCE**

23+ Tbps

45+

#1

2000+

Global network capacity

Locations on 6 continents

Fastest growing company in the Netherlands in 2022

Direct peering connections



# Scale real-time services to reach 1 billion users by 2025

i3D.net, with two decades of experience in meeting the unique server and network requirements of the gaming industry, has set an ambitious goal to reach 1 billion users by 2025.

i3D.net has seen its business grow rapidly. To meet the demand for blockbusters like FIFA, Rocket League, and Discord, i3D.net must continue to expand the capacity and global reach of its high-performance, ultra-low-latency network.

"We are committed to providing the best possible end-user experiences for our customers with our game hosting platforms, no matter where they are, so our network is one of the most important pillars of our company," says Michiel Mix, sales manager at i3D.net.





#### **SOLUTION**

### An infrastructure built to win

A key to i3D.net's success is that it controls the infrastructure stack, including its own content delivery network and anti-DDoS solution, and the data center, compute, and networking resources for its hosting platform. That approach allows the company to deliver a high-performance, low-latency network designed for immersive experiences.

i3D.net relies on the line of Juniper MX10000 Universal Routing Platforms for its core and edge networks, which deliver high scale and density, power efficiency, and investment protection. It relies on the MX10004 and MX10008 routers, which deliver high scale and density and superior cost-per-bit economics, for data center interconnect. It uses the MX10003, a space- and power-efficient router, for its points of presence (POPs). The MX Series routers block DDoS attacks at the edge that are detected by i3D.net's DDoS mitigation software.

The provider relies on the Juniper QFX5100 line of switches for the IP fabric in its POPs. The QFX5120 switch offers a flexible choice of 1/10/25/40/100GbE interfaces, while the QFX5130 delivers high-density 400GbE connectivity. Juniper EX3400 Switches serve the company's access and aggregation networks.



#### OUTCOME

## New markets, new revenue opportunities

With the scalability, programmability, and operational efficiency of a Juniper network, i3D.net can bring the game closer to its players to deliver the highly responsive experience required for competitive gaming and real-time applications.

i3D.net provides gaming to hundreds of millions of people—and has its sights set on serving billions of users in the next few years.

With 45 POPs and growing, i3D continues to make games accessible in new markets. That leads to new revenue opportunities for game studios and satisfying immersive experiences for gamers and online communities. Enterprise customers can benefit, too, from a premium network for their own infrastructure and business continuity needs.



"i3D.net was born in gaming, and today we connect online communities globally. With a network built on highly configurable and scalable Juniper products, we can provide the best possible experience for users, no matter where they are."

Edwin Verwoerd VP of Engineering, i3D.net

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