

The Render Farm

The render farm is suitable for large animation sequences and complicated single images involving scenes that would normally take a long time to render on a single machine. The render farm utilises a number of machines at once to do a single a job and a queue system to handle multiple jobs.

MAKE A PROJECT FOLDER

ENSURE your project and **ALL TEXTURES (MAPS)** are in your **H:/** drive and in **one folder** so the render farm can point at your **H:/** drive. You will get errors if the render farm cannot find your textures. Set up your project accordingly.

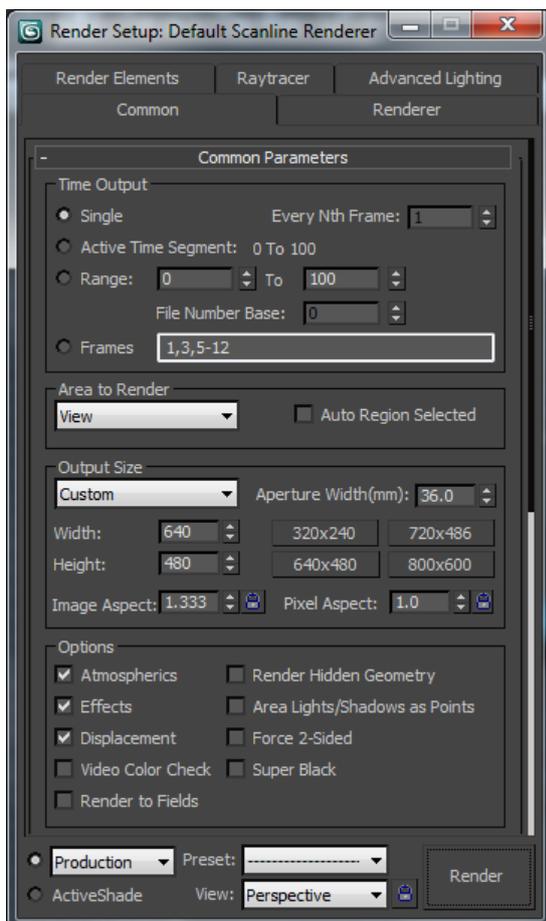
To use the render farm for your sequence, go to *your* render folder on the server:

START MENU -> RUN -> type `\\csstore2renders\abc12` <- *your username*

You will see a list of folders *but you will only have access to the folder with your username*. This will be where your renders will be saved.

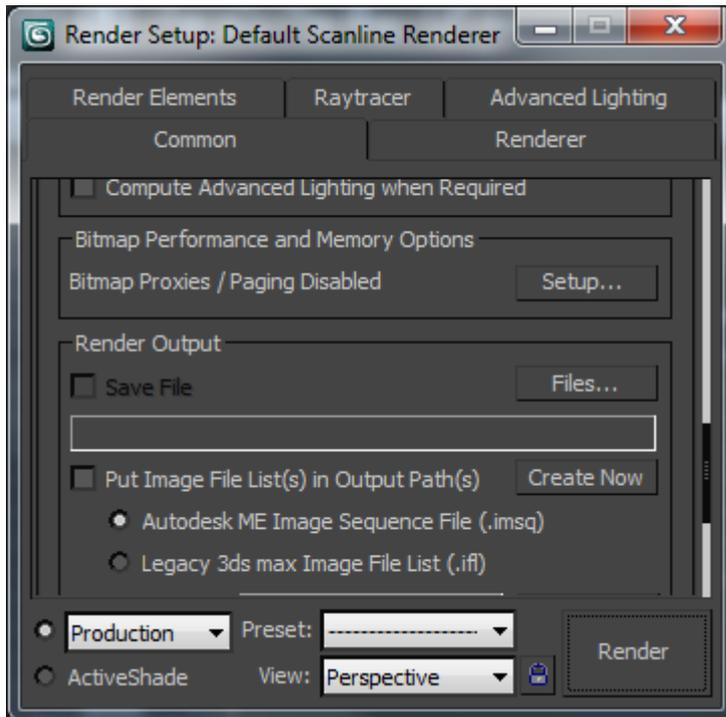
Make a new folder under your username folder for the job i.e.: "myrender1"
creating a folder for each render helps keeps image files ordered

Go back to 3Ds Max Select RENDER (F10) in the pop up window (COMMON tab)



Enter the "range" of frames you wish to render i.e.: 0 – 100

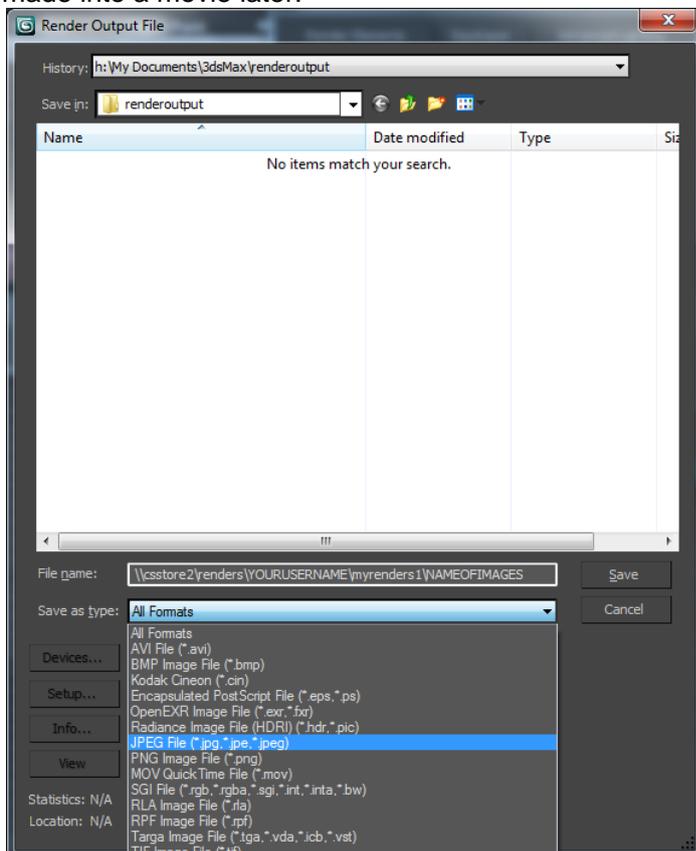
Scroll down to RENDER OUTPUT and click "Files"



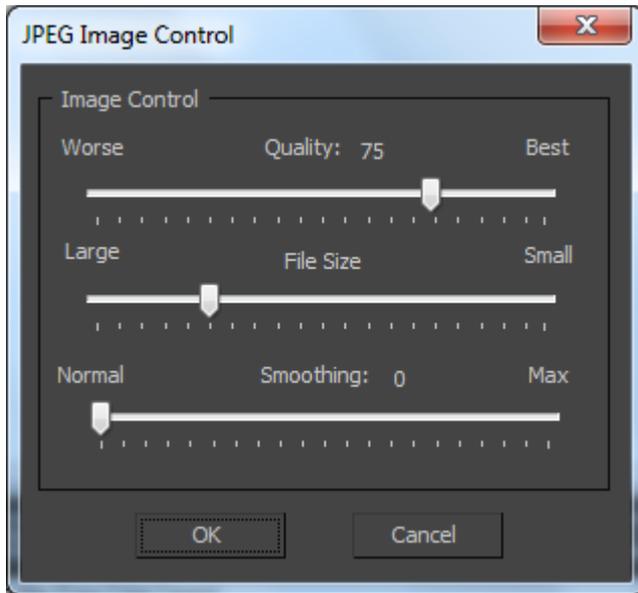
Where it says "FILE NAME" type the following:

\\csstore2\renders\YOURUSERNAME\myrenders1\NAMEOFIMAGES
BEFORE YOU CLICK SAVE - VERY IMPORTANT BIT ..

Where it says "SAVE AS TYPE" you MUST select **JPEG** IN THE DROP DOWN MENU.
Never save as a movie or any other format. You will be saving a collection of images that will be made into a movie later.

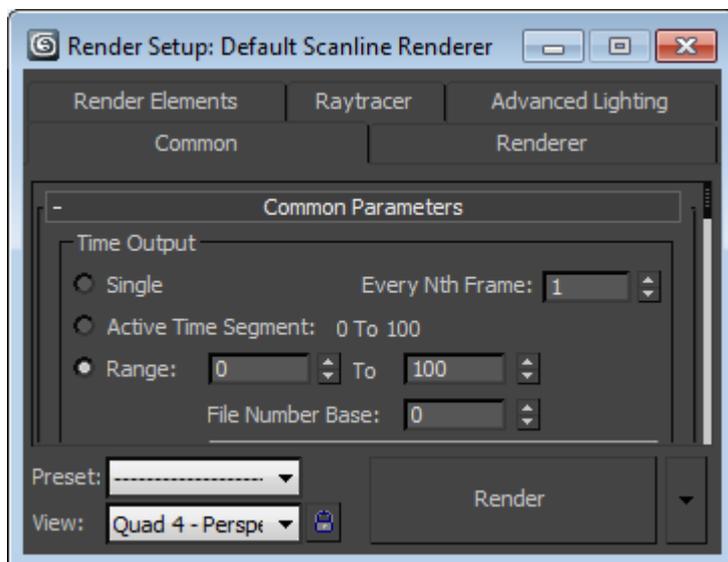


Click save and use the sliders to determine the quality



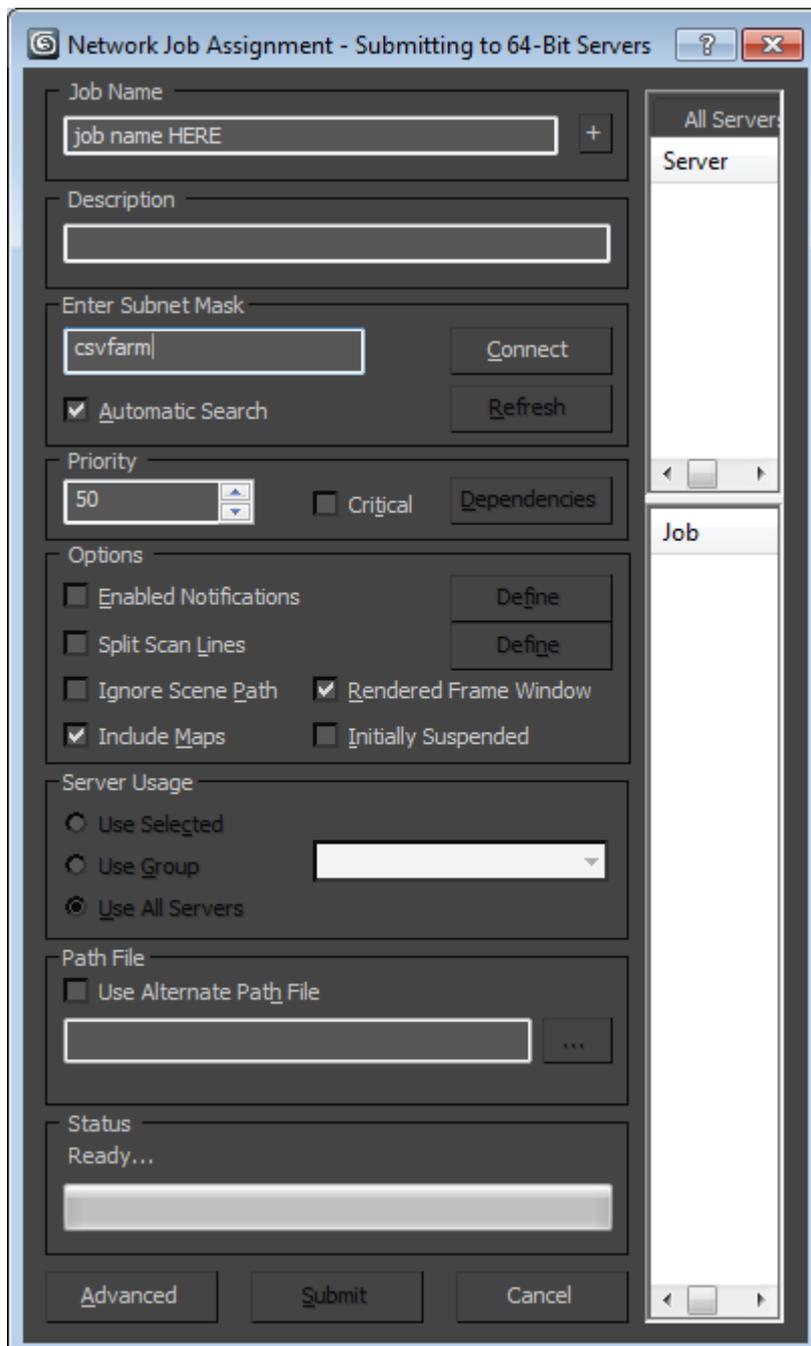
Once that's done...

Look at the bottom of the render window
And click the arrow to the right of the Render button
SELECT **SUBMIT TO NETWORK RENDERING**



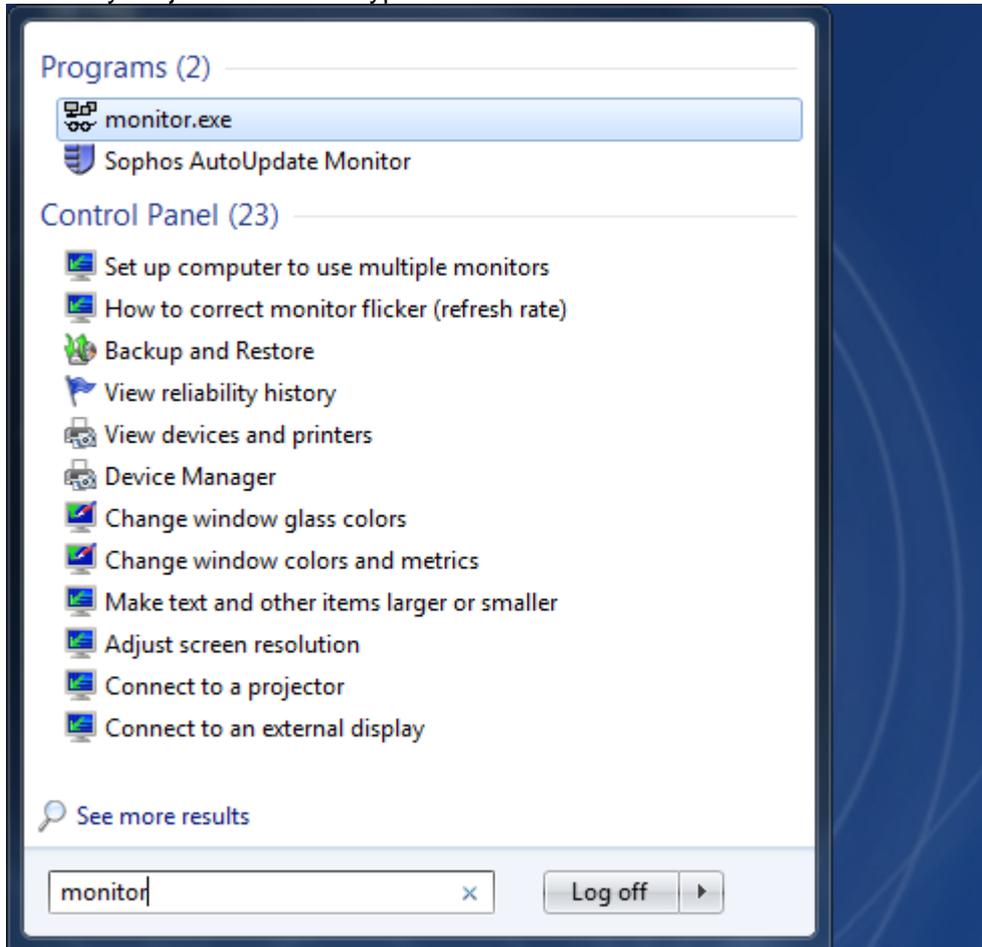
Name the job to be sent to the server where it says “job name”.
Where it says “Enter Subnet Mask” put **csvfarm**

INCLUDE MAPS!! MAKE SURE THIS BUTTON IS TICKED IF YOU HAVE MAPS

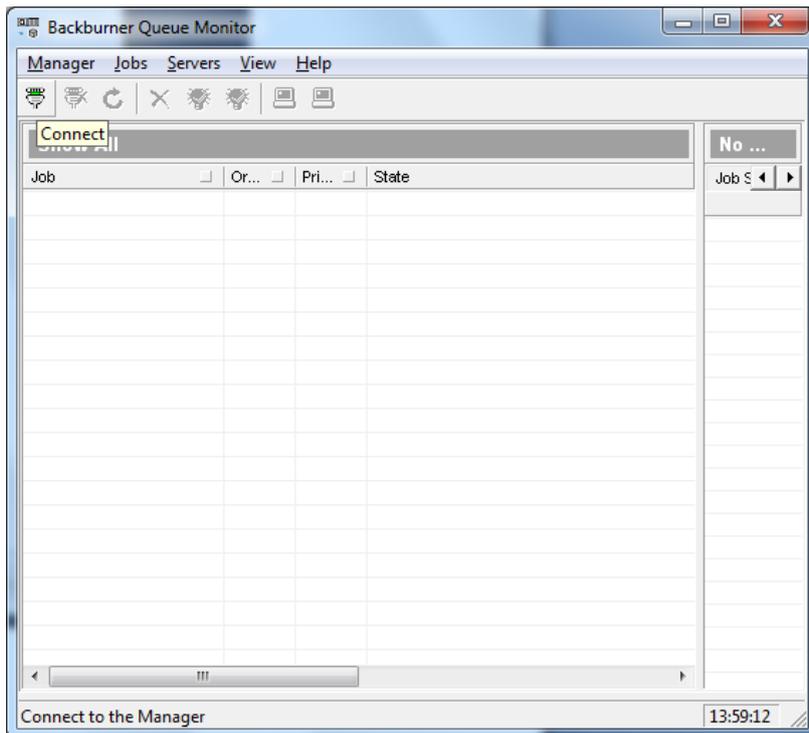


Click “connect”
Then “Submit”

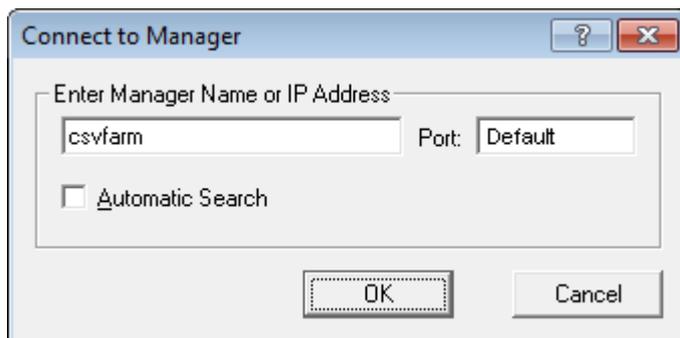
To view your job click Start> type “monitor”



Open Monitor.exe and click the Connect Button (top left)



Type "csvfarm"



You should then be able to see the progress of your job in the Monitor.
If you have RED error messages. STOP the job and fix the errors or you will block the Render farm for other people.

Common Faults

Make sure MAPS is selected before you send job

All your textures are not in the same folder as your job in you H: Drive. (the render farm can't find them)

You Failed to select JPEG and tried to render as a movie.

The job has been rendered at too high a resolution

Remember your jpegs are NOT in your H: Drive.. they are on your render drive.

Copy them over after the job has finished and back them up to an external HD