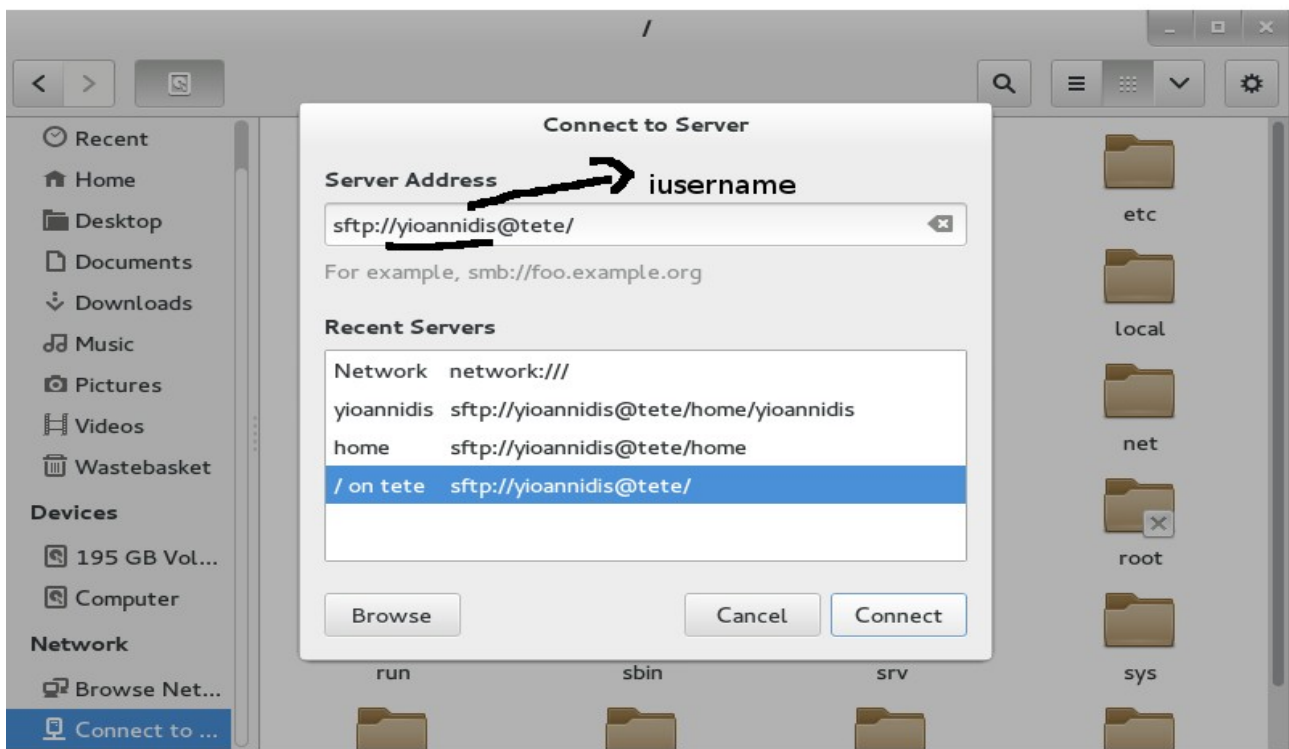


Qube Renderfarm Guide: Houdini (HBatch)

Scene setup

In order to prepare your scene for submission to the renderfarm, the following steps are suggested:

- Place scene file, and associated scene assets (eg. Textures, Sims etc.) in folders, within a single directory
- Make use of relative file paths using the \$HIP or \$JOB variables when assigning all scene assets
- (If \$JOB is being used it can be set in the textport i.e.
set -g JOB = /render/i1234567/myHoudiniSceneDir)
- Copy the entire scene folder to your directory within /render on the tete server.
 - This can be done using the Connect to Server... option which can be found in the Places main linux menu, all the way down



server address: **sftp://yioannidis@tete/**

- It is sensible to add a bookmark to this location, so it can be easily accessed when setting up and accessing future renders.
- Copy and Paste can be used to copy your scene directory into this directory ready for use on the render farm.

- Alternatively files can be copied using the sftp command line tool.

- Start Qube:
- Submit a Houdini job by clicking on: **Submit-CmdRange Job...**

Suggested Qube Settings

The following defaults are a good starting point for starting a Houdini job on the renderfarm.

-Instances: Set number of frames to render in parallel **(not more than 40)**
-Frame Range

the following is specified as part of the **Cmd Template** Command

-Render Output Node: ex. **mantra1**

Cmd Template: Render command to be executed. This needs to include commands to initialize the HoudiniEnvironment. We recommend starting with the entire template shown here:

```
cd /opt/software/sidefx/hfs15.0.313; source houdini_setup_bash;  
hbatch -R -c "render -V -f QB_FRAME_START QB_FRAME_STEP mantra1****"  
/render/username***/folder***/scene***.hipnc
```

The screenshot shows a web-based interface for submitting a Houdini render job. The settings are as follows:

- Priority:** 9999
- Instances:** 10
- Qube Frame Range:**
 - Range:** 1-10
- Preview Frames Submission:**
 - Preview Priority:** -1
- Parameters:**
 - Command:** `cd /opt/software/sidefx/hfs15.0.313; source houdini_setup_bash; hbatch -R -c "render -V -f QB_FRAME_START QB_FRAME_STEP mantra1" /render/yioannidis/`
 - Shell (Linux/OSX):** /bin/bash
 - Frame Padding:** 0
- Qube Worker Selection:**
 - Priority Cluster:** /
 - Reservations:** host.processors=1

Frame Padding

0

Qube Worker Selection

Hosts

Browse

Groups

Browse

Omit Hosts

Browse

Omit Groups

Browse

Priority Cluster

/

Browse

Host Order

+host.processors.avail

Browse

Requirements

Browse

Reservations

host.processors=1

Browse

Restrictions

Browse

Qube Advanced Job Control

Flags

auto_mount

Browse

Dependency

Add

Email (job complete)

☐

yioannidis

Email (failed frames)

☐

yioannidis

Blocked

☐

Process Group		
Retry Frame/Instance	0	▲▼
Retry Work Delay	0	▲▼
Subjob Timeout	-1	▲▼
Frame Timeout	-1	▲▼
Qube Job Environment ▼		
Cwd	/home/yioannidis	
Environment Variables	Key	Value
	HOUDINI_USE_HFS_PYTHON	1
	SESI_LMHOST	burton.bournemouth.ac.uk
Impersonate User		
Qube Job Validation & RegularExpression-based Output Parsing ▼		
Min File Size	0	▲▼
regex_highlights		

Environment Variables: Used to add environment variables.
Must have variable for license server set here

