ncca RenderFarm Tool

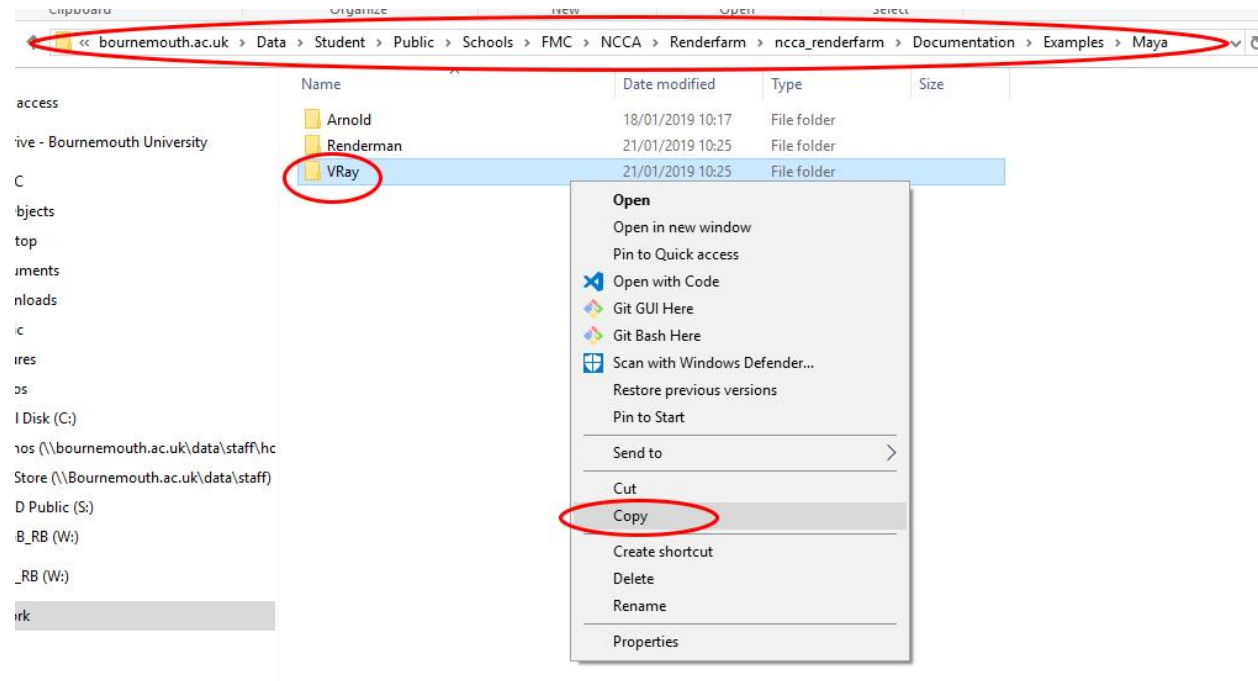**Maya: VRay**

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Gordon Dunn

Copy the example scene

The VRay example project directory is at

\\bournemouth.ac.uk\Data\Student\Public\Schools\FMC\NCCA\Renderfarm\ncca_renderfarm\Documentation\Examples\Maya\
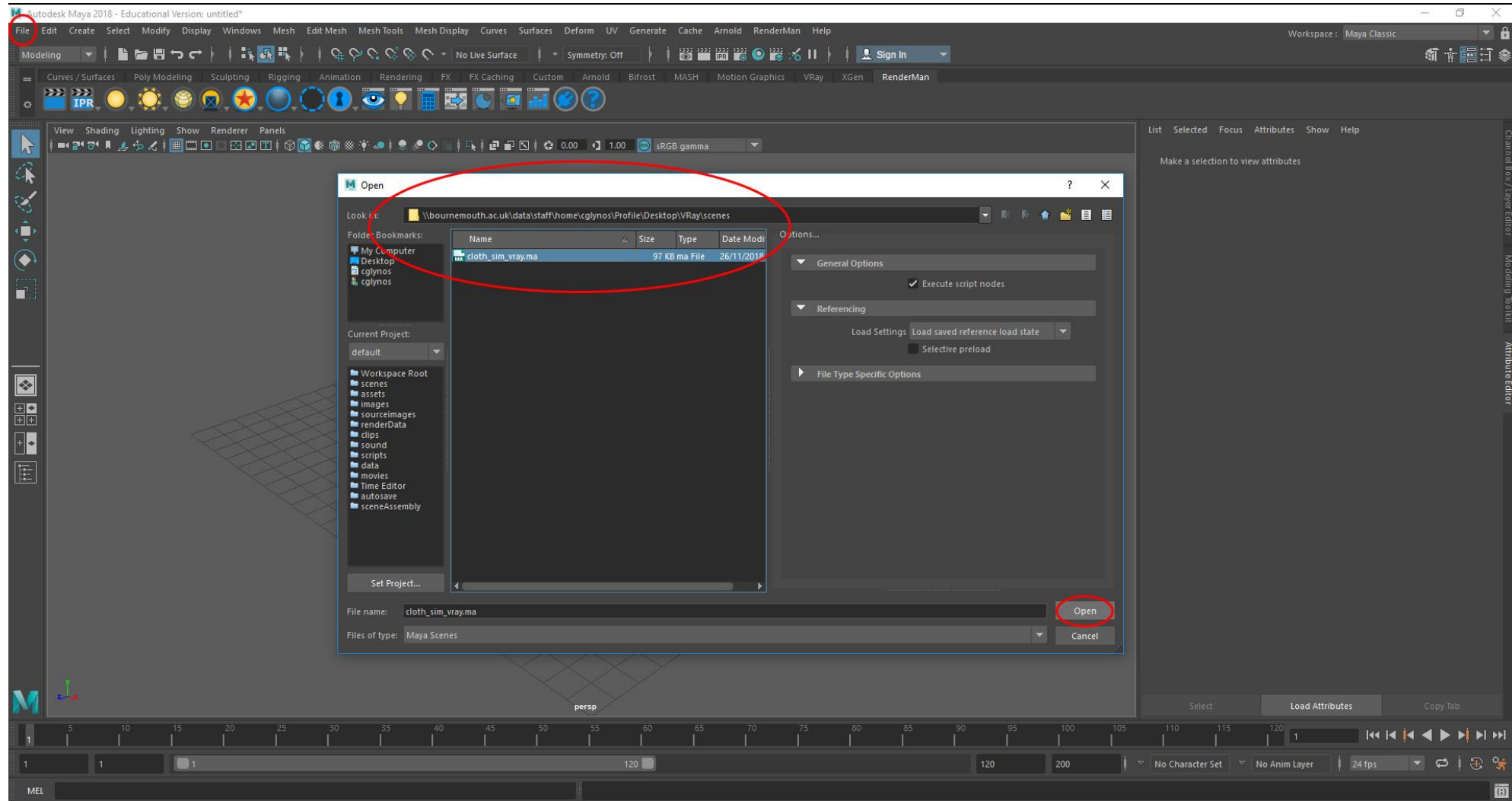
Copy and Paste the project directory to your Desktop or to the D: drive

Open Maya

Open the example scene

File -> Open -> cloth_sim_vray.ma
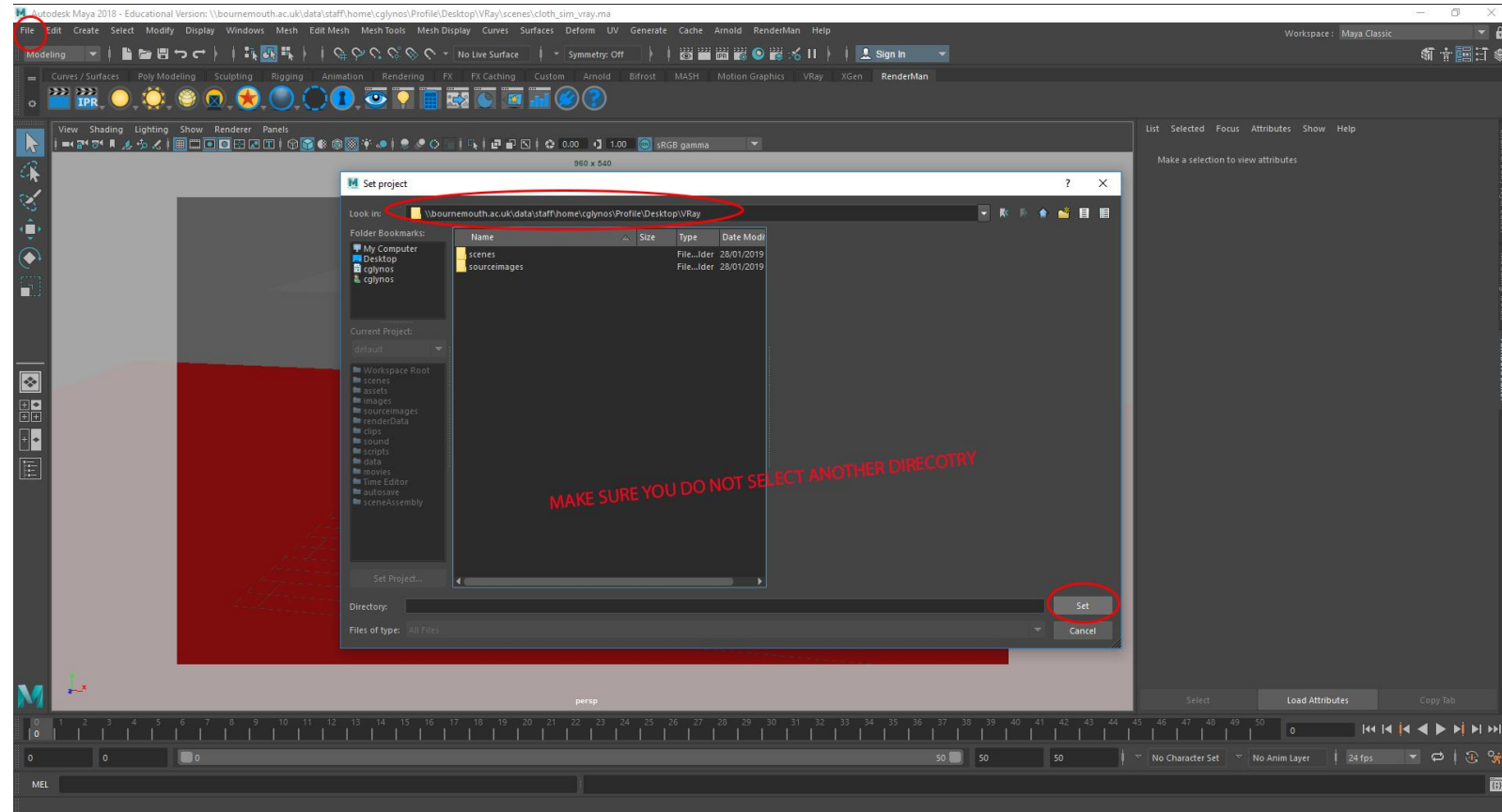
Set project directory

File -> Set Project...

Select the directory which is parent to all the project data files and folders.

Make sure you do not select another directory inside the parent directory

Click Set

Select Create default workspace

Update the textures

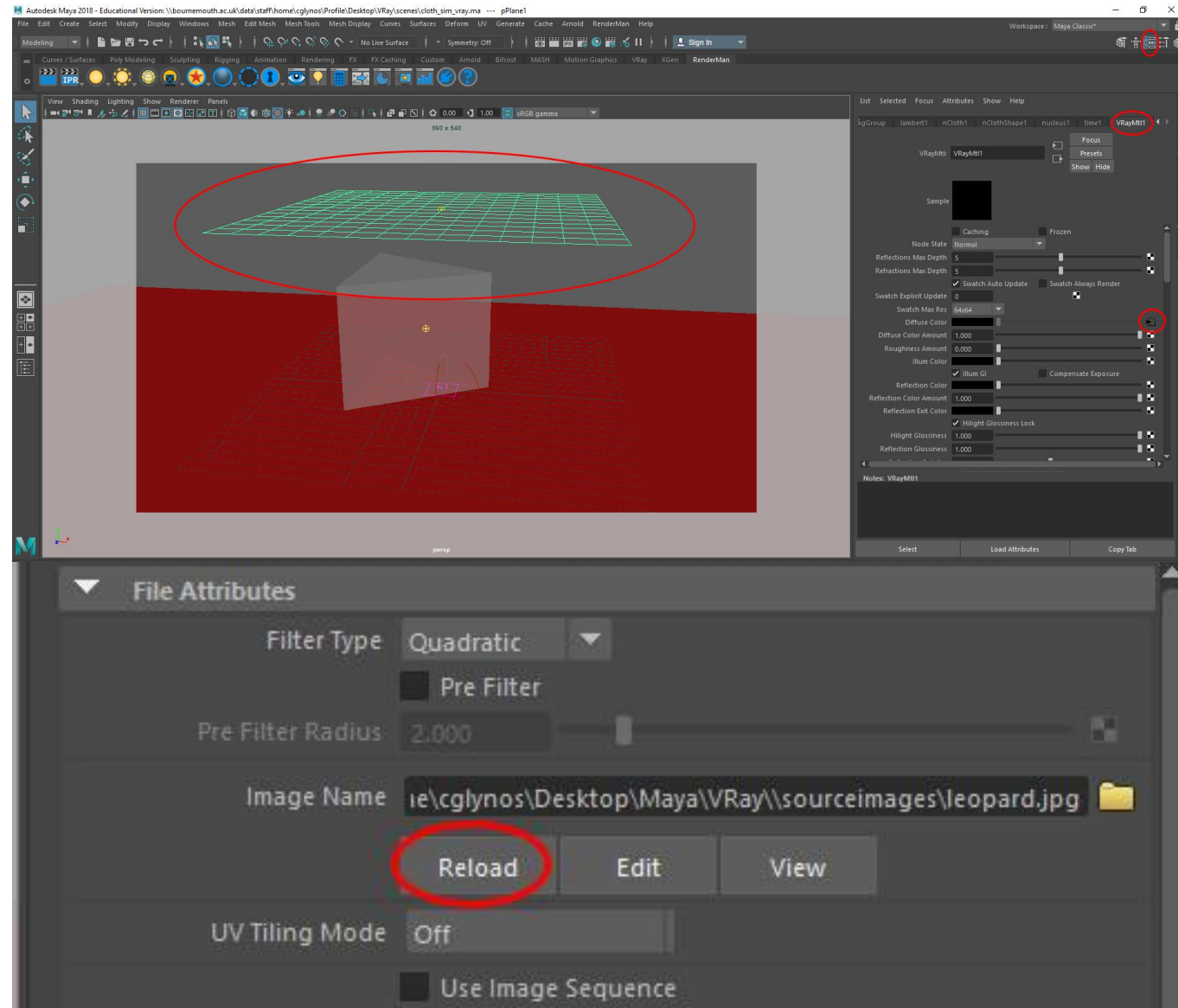Select the pPlane1 mesh

Go to the Attribute Editor -> VRayMtl1

Click on the Diffuse colour option box

Under the Image Name text box, click on Reload.

After hitting Reload, that long path should now say:

sourceimages\leopard.jpg

Do the same for the rest of the objects if they have any textures

Check the render settings

Check that your render settings are correct:

- Select the VRay renderer

- Make sure you have a name for the output renders

- Tick on Export to a .vrscene file

- **Do not give a file name for the .vrscene**

- Check the format and frame padding

- Make sure your animation frames are correct

- Select the camera to render from

- Set the correct resolution
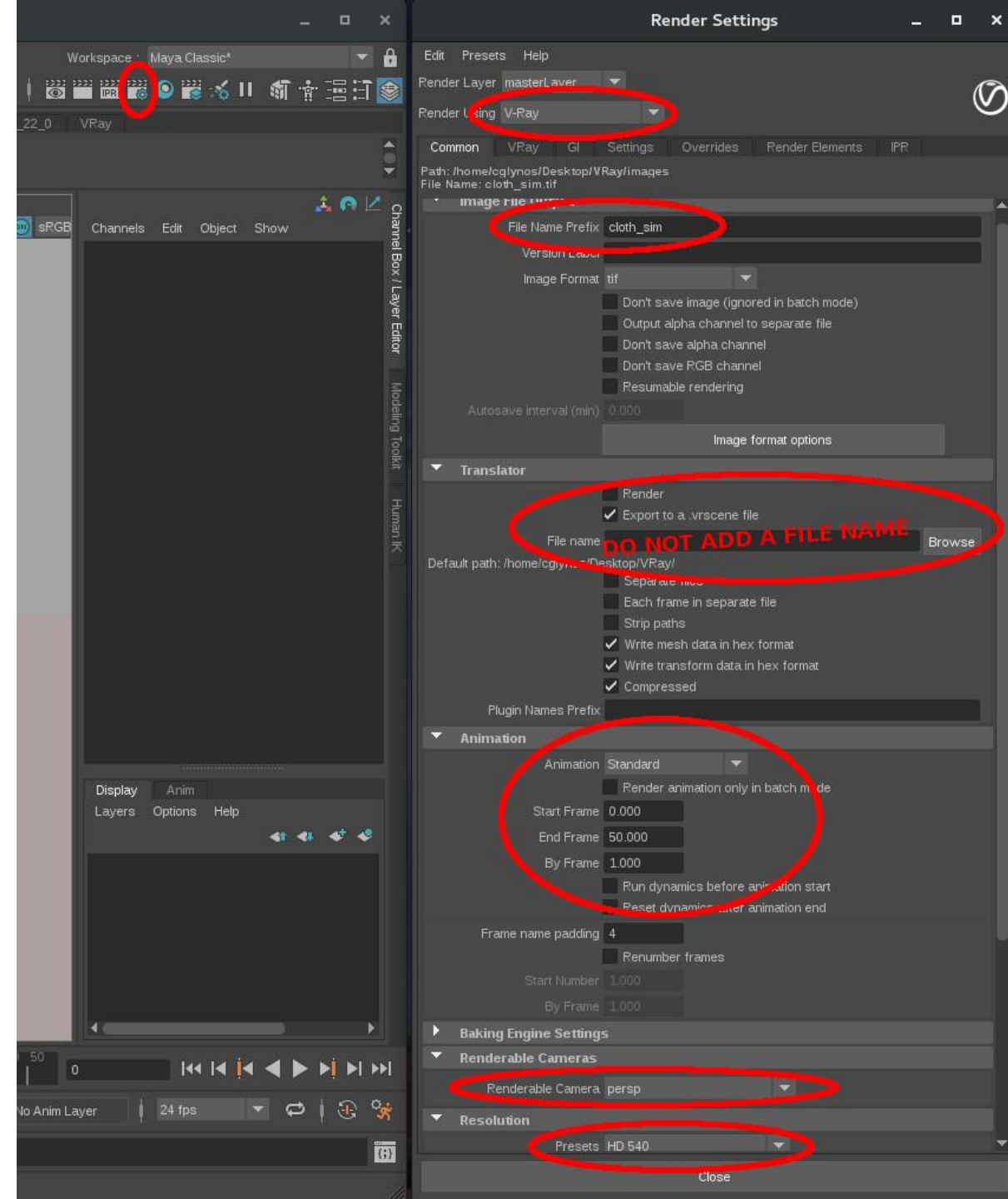
Let's render

- Press Ctrl + S to save the scene

- Open the Script Editor for debugging information

- Go to the rendering shelf

- Hit the cow!
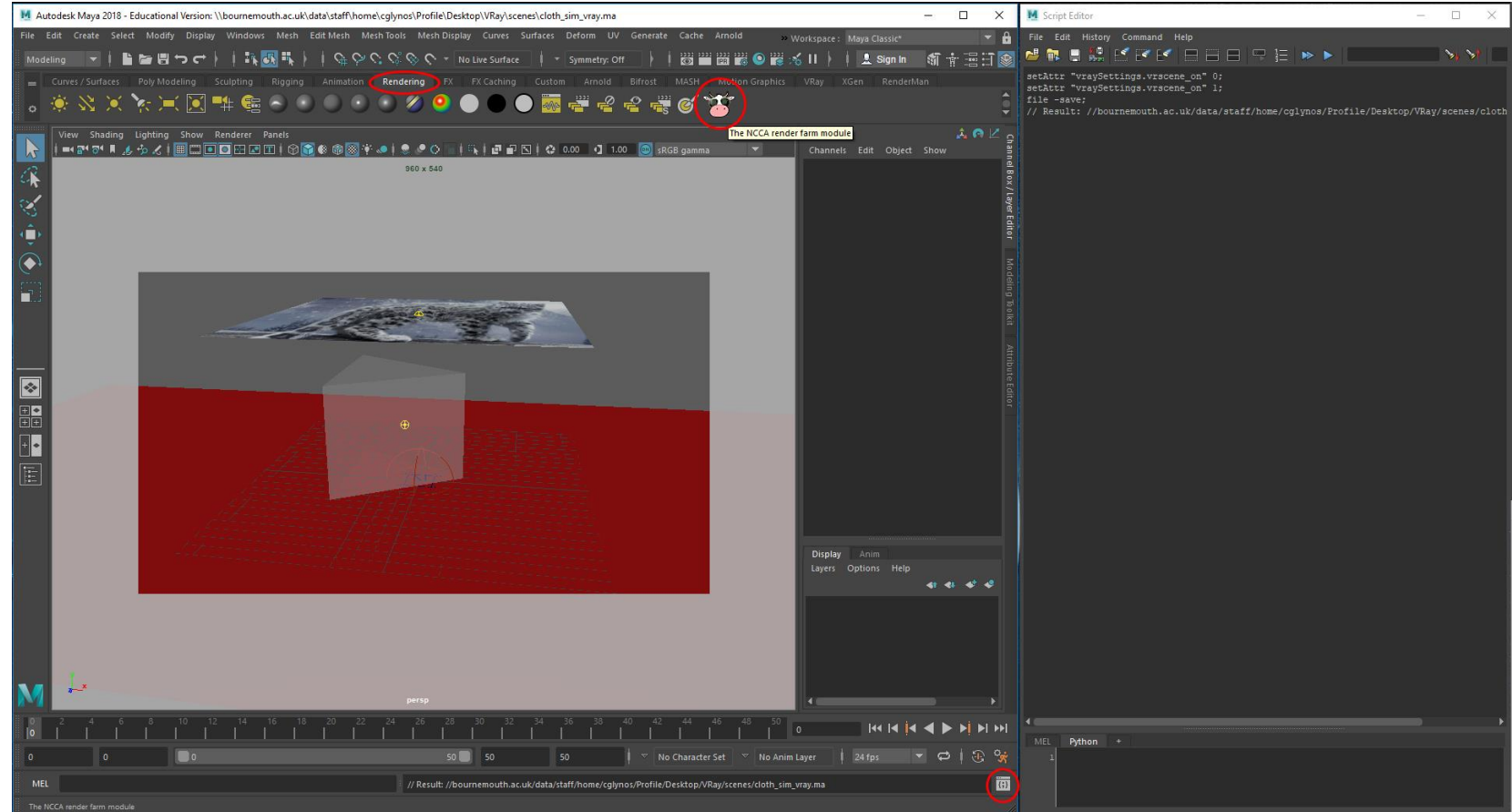
Using the tool

- Check your local disk space (quota), or skip if not needed.

- Check the script editor for any warnings about the version of the tool you are using.
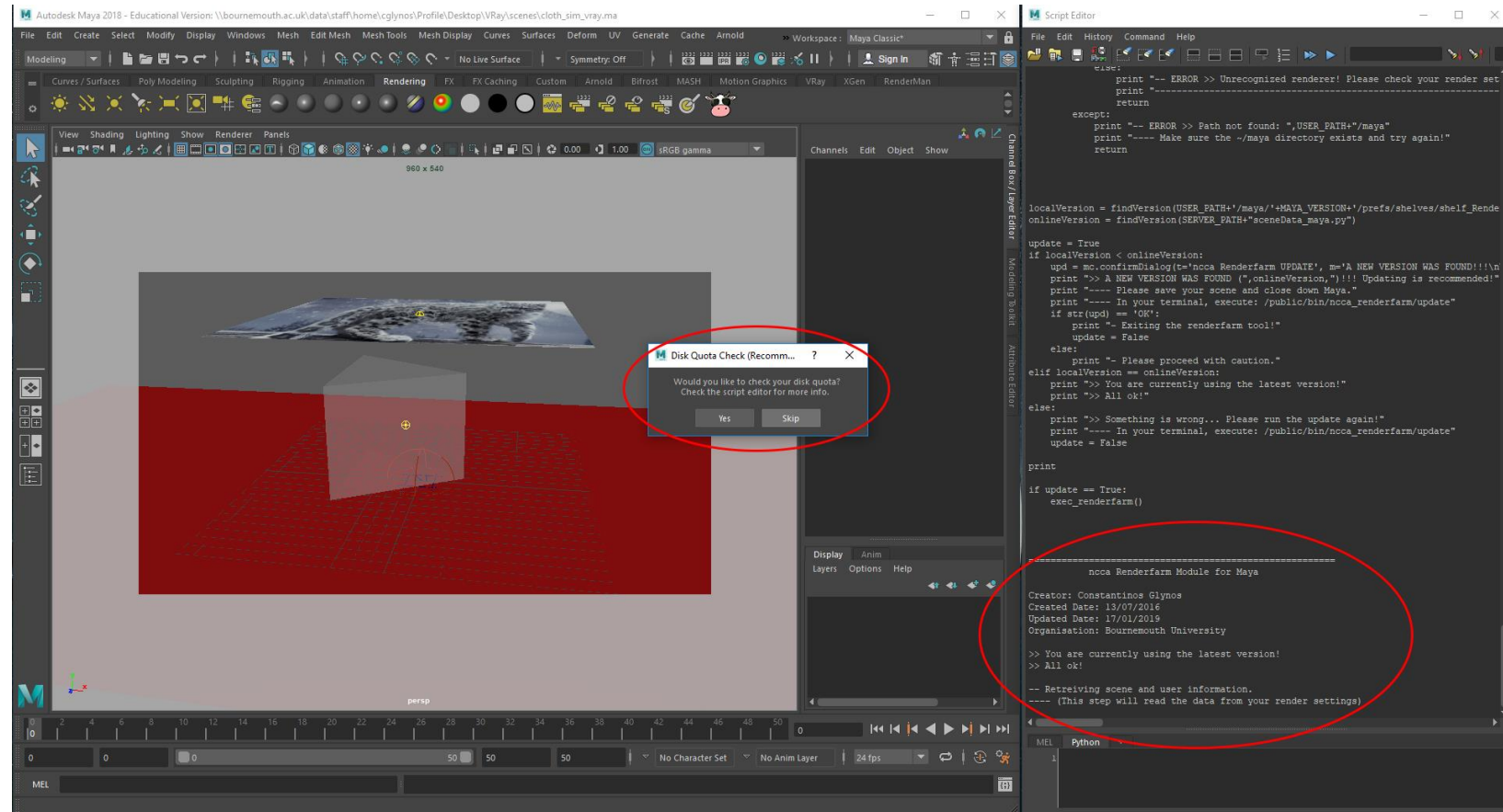
Using the tool

- The tool will generate your .vrscene. If one exists, already it will ask you if you want it to be replaced. Otherwise, it will use the old .vrscene for your renders.

- A new cmd prompt will appear which links to the renderfarm.

- **[FIRST TIME]** The tool will search for the necessary libraries and install the missing ones. This might take a while.

- Check the data passed on to the renderfarm by reading the script editor and the cmd. If not correct, just close the cmd prompt to cancel the process.

- **DO NOT USE MAYA OR CONTINUE TO WORK ON YOUR SCENE WHILE YOU SUBMIT A JOB TO THE RENDERFARM.**

- Enter your password to continue.
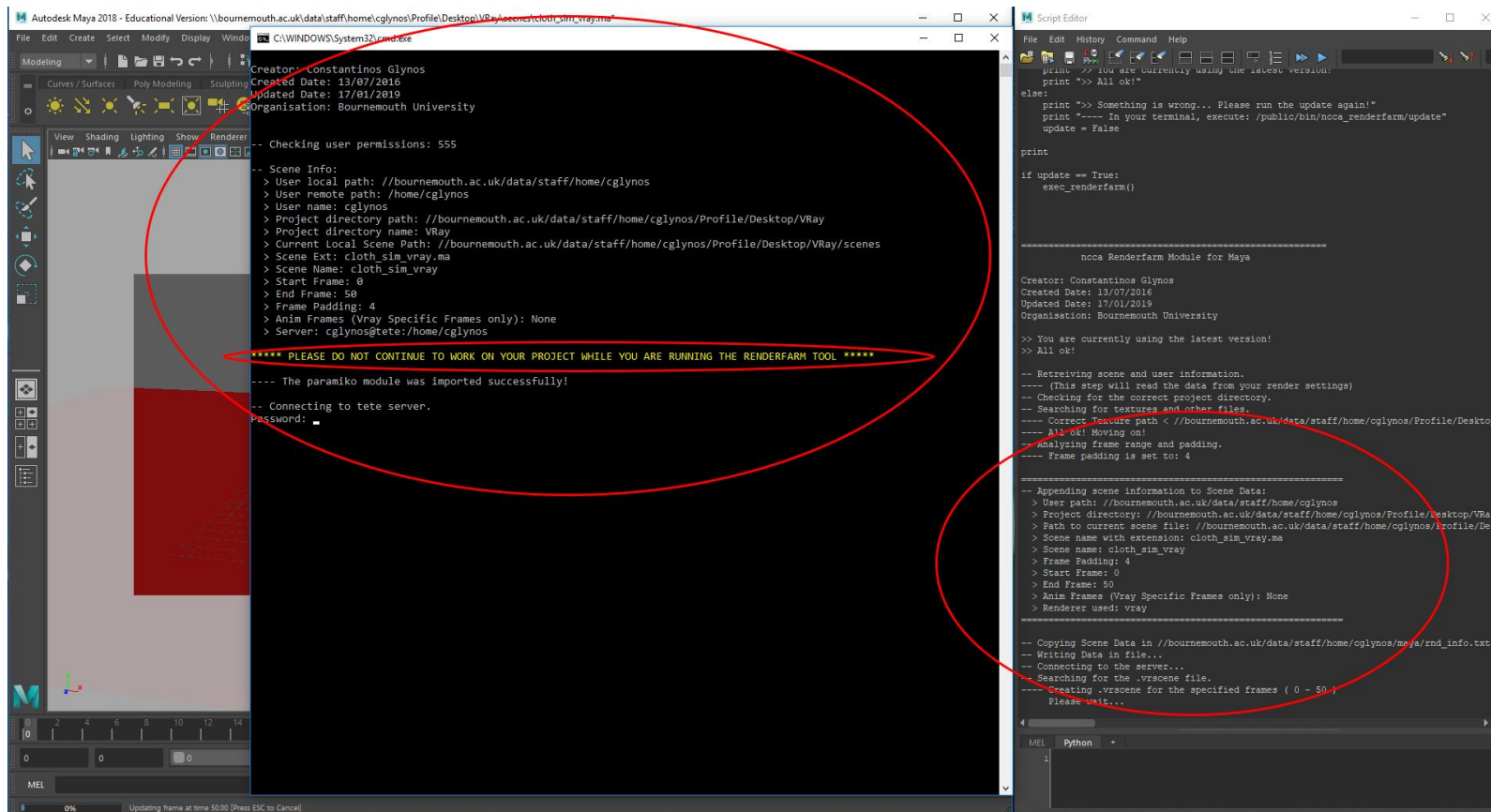
Using the tool

- The tool will check if you have any existing directories with the same name on the server and prompt for action (replace or rename).

- It will also update your .vrscene file to match the paths of the renderfarm.

- Enter your password again to upload your project directory onto the tete server.

Using the tool

- Once the files are uploaded, the tool will prompt for a quota check on the server.

- If you do not have enough disk space (quota) available on the server, your renders will not be saved anywhere.

- Skip online quota check iff you are sure you have enough space available.

Using the tool

- The output images directory is set from within your .vrscene and project directory settings.

- Check the Job info data before submitting the job to Qube.

- Type y and Enter to continue.

Using the tool

- **Wrangle** your renders from the **cmd prompt**.

- At this point you can **safely close the cmd prompt** and wrangle your renders from **Qube**. But it's advised that you leave the cmd open.

- Now we **wait** for it to finish.

- You can **now** **continue** to work on your scene.

Finishing off

- Once the renders are complete, the tool will prompt you to open WinSCP to access your renders on the server.

- Use tete as the host name and then log in using your student credentials.

- You can now close the cmd by pressing Enter again or by using the close button.