Qube Renderfarm Guide: Linux > Maya Resubmit

Scene setup

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

- Place associated assets in Folders, within a single project directory (Project folder)
- **Scene setup**
- In order to prepare your scene for submission to the renderfarm, the following steps are suggested:

- Copy the entire project 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* tab in the linux menu.
- The following settings should be used:

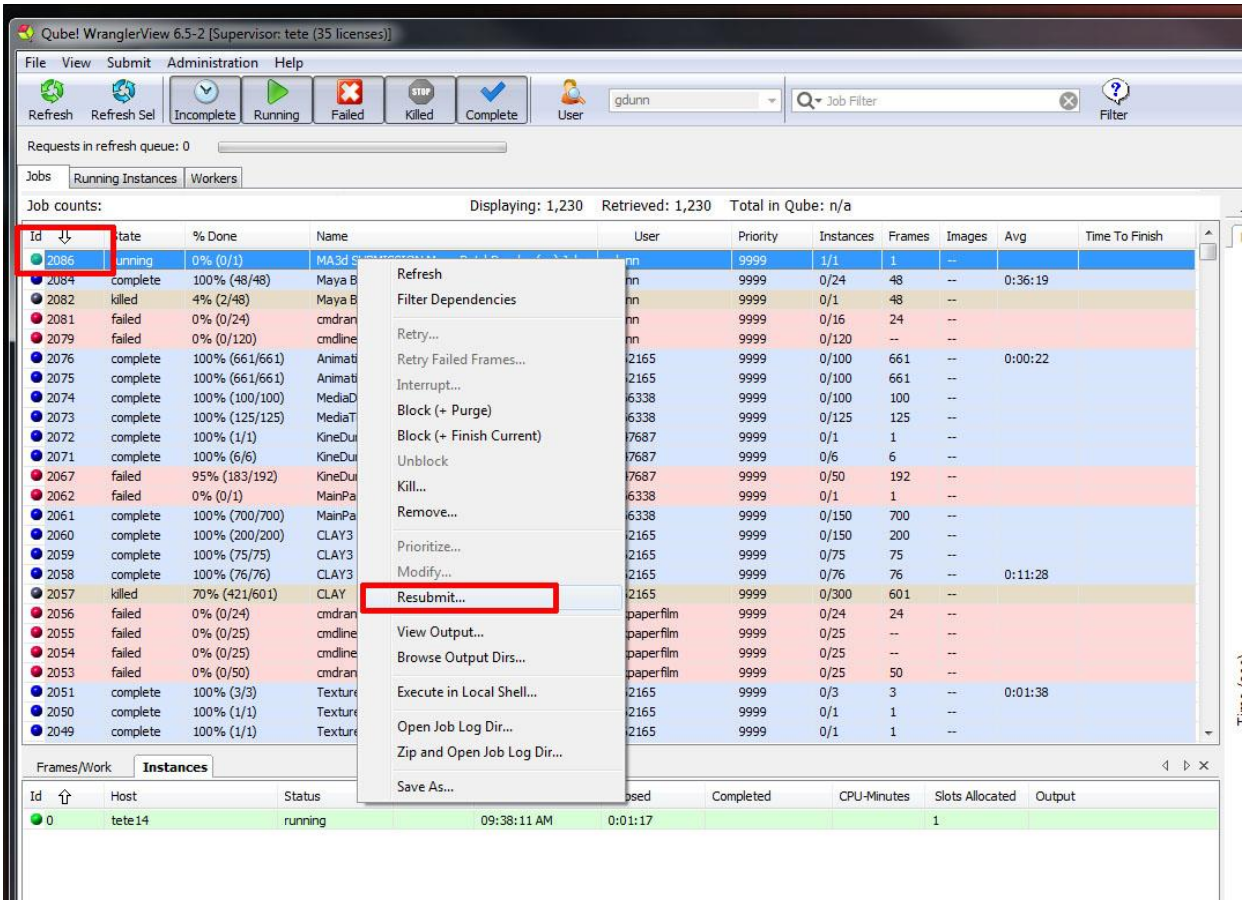
- **Service Type:** SSH
- **Server:** tete
  Port: 22 (Optional)
- **Folder:** /home/i1234567
- **User Name:** i1234567
- *(replacing i1234567 with your username.)*

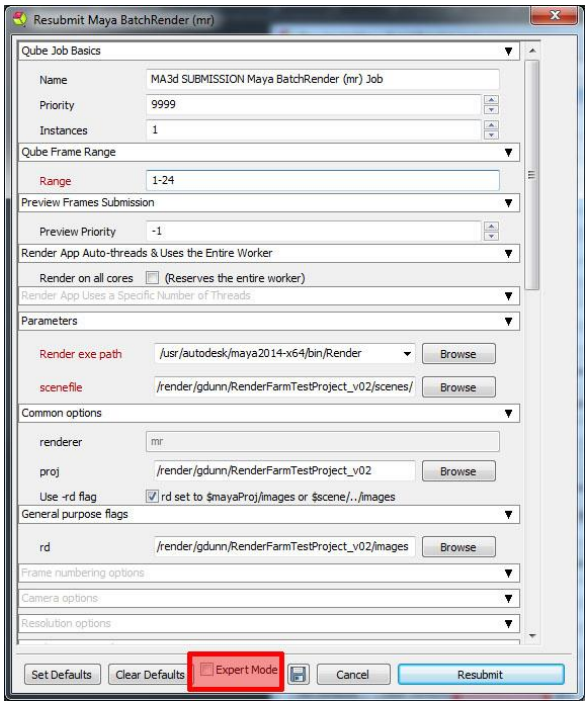
- It is sensible to add a **bookmark** to this location, so it can be
- easily accessed when setting up and accessing future renders.
- Copy and Paste can be used to copy your project directory into this
- directory ready for use on the render farm.
- Alternatively files can be copied using the ***sftp*** command line tool.

- Start Qube: goQube &

After the Qube interface has opened.

Find **Job: 2086 (MA3d SUBMISSION Maya BatchRender (mr) Job)**
> Right Click and choose **Resubmit…**





Enable **Expert Mode.**

Suggested Settings

The following defaults are a good starting point for starting a Maya (mr) job on the renderfarm. Make sure you select ***expert mode*** at the very bottom for more options.
(nb *user, username will be your team / name or id number, project will be the project folder.)
Where a path is required please type the full path location including /render/ at the beginning of where you copied your files to on the /render drive (as shown in the examples below). Do not use the browse button as this will take you to the local area on your machine.

(*user = username(i123…))

Name: Name your Job
Instances: set to "**40**" or "number of frames" **whichever is lower.**
Range: Specify frame range in the format ***start-end***. *(eg: **1-24**)*
Parameters: Specify **Render exe path**. Set to ***/usr/autodesk/maya/bin/Render***
Specify path of **scene file**. (eg: */render/**username*/*Project*/scenes/*your_scene*.ma)

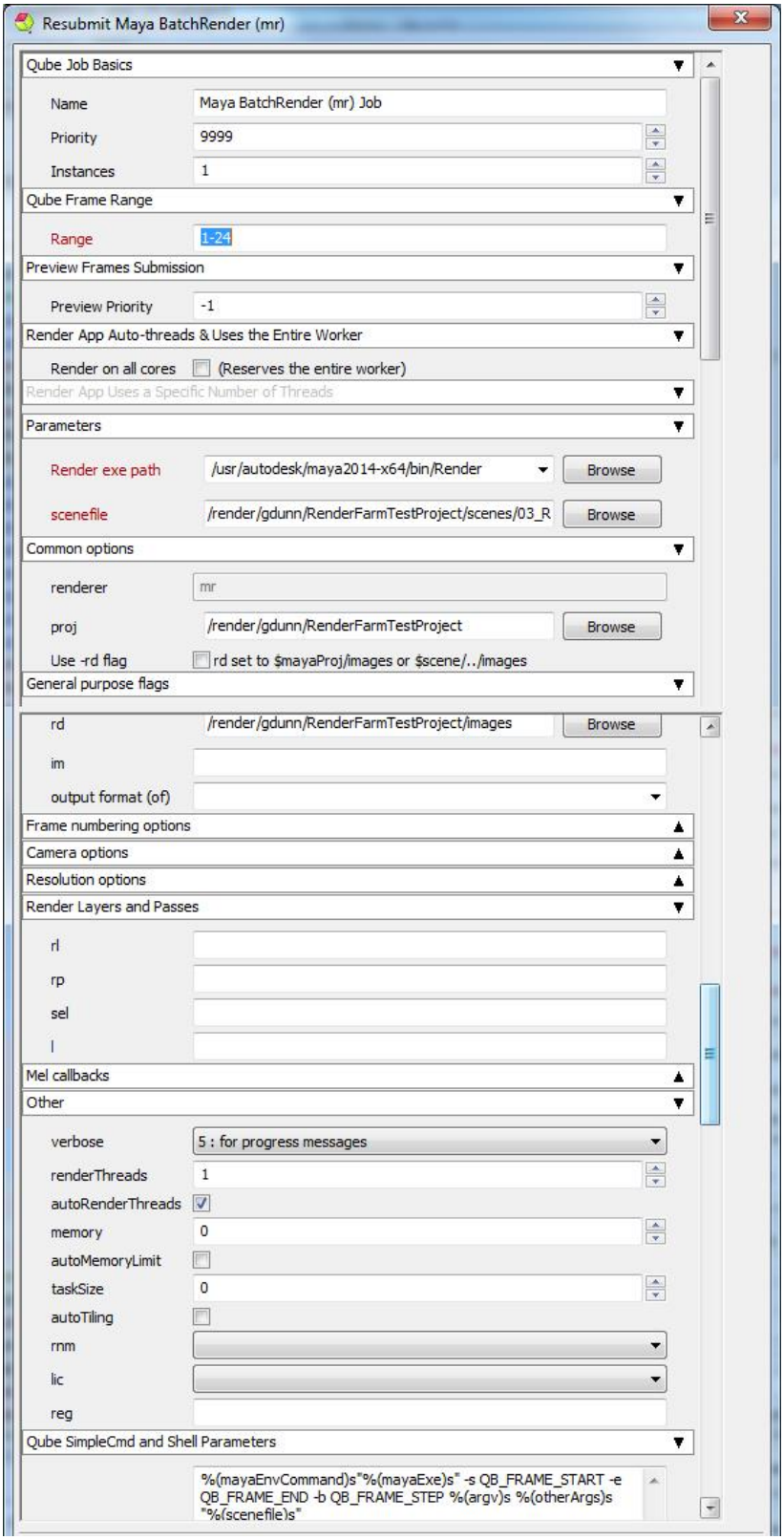
Common Options>**proj:** Specify path of project (eg: */render/**username*/*Project*)
General purpose flags>**rd:** Specify path to render images (eg: */render/**username*/*Project*/images)

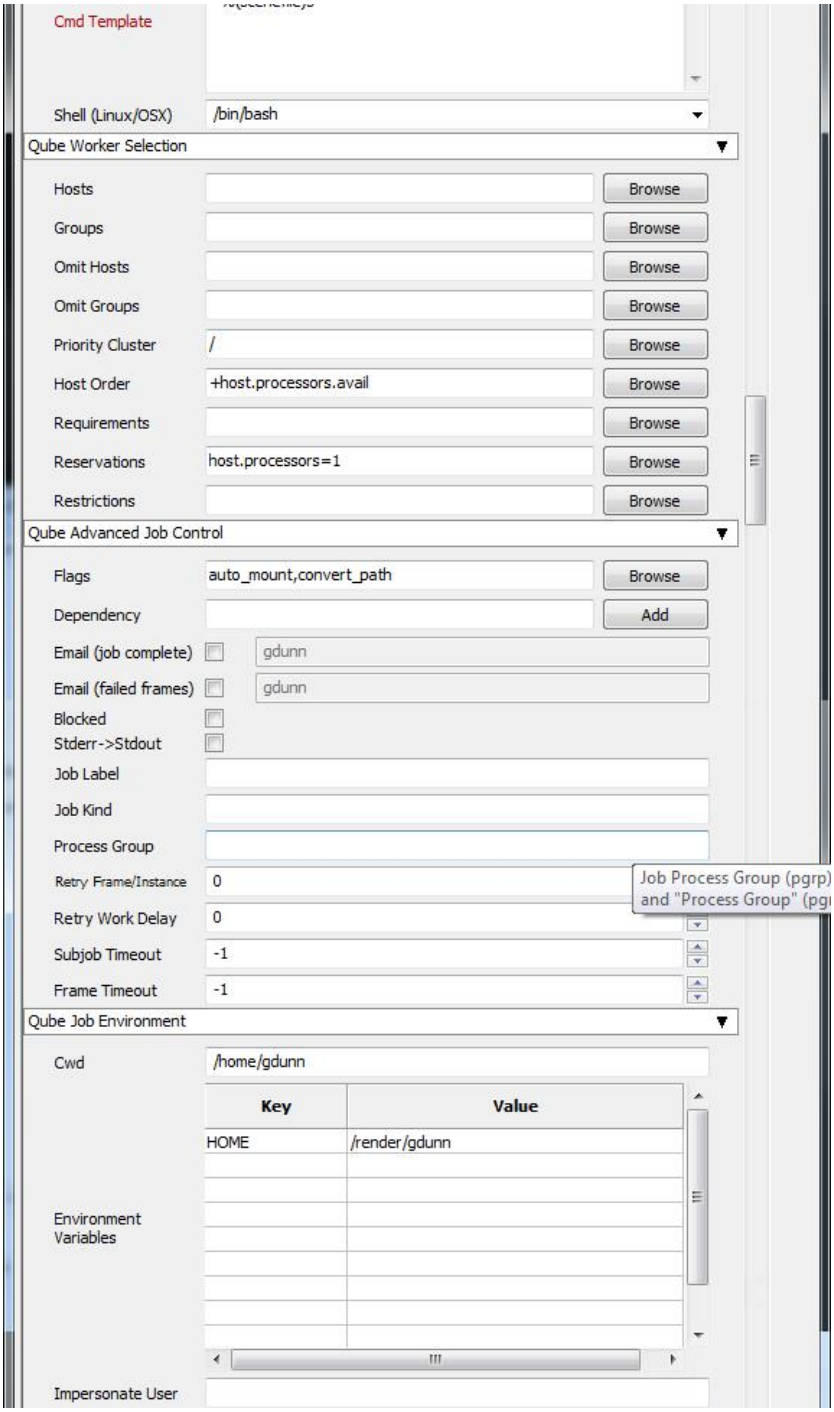
Qube SimpleCmd and Shell Parameters
>Shell (Linux/Osx) ***/bin/bash***

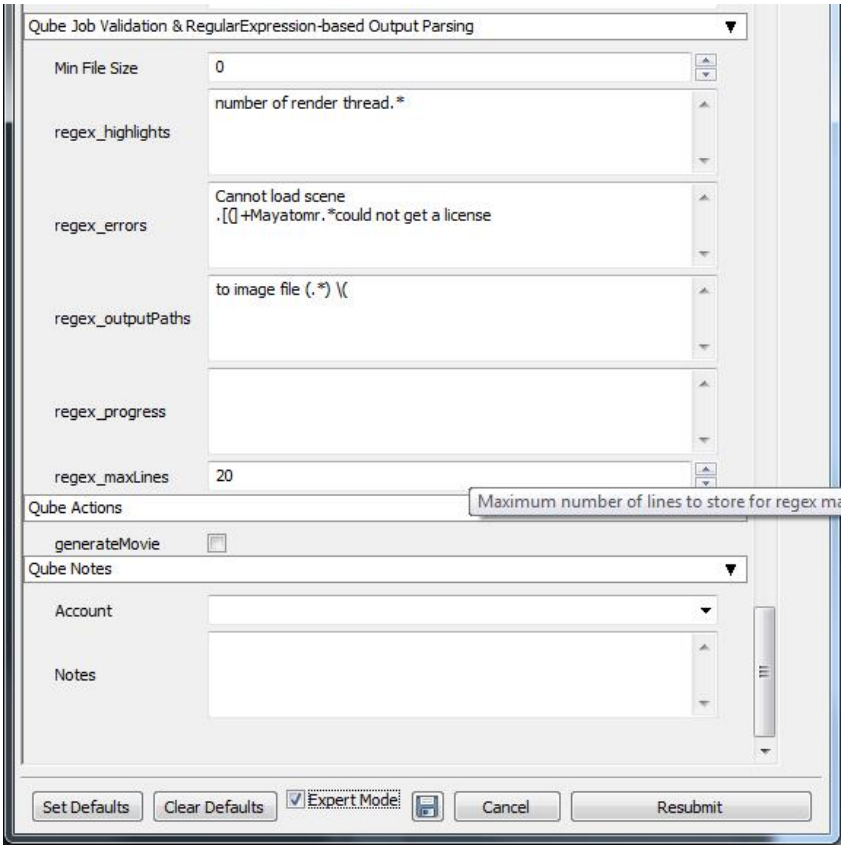
>**Cmd Template:** use this:
%(mayaEnvCommand)s"%(mayaExe)s" -s QB_FRAME_START -e QB_FRAME_END -b QB_FRAME_STEP %(argv)s %(otherArgs)s "%(scenefile)s"

Qube Job Environment>
Cwd: Current working Directory. Set this to ***/home/username****

Key: ***HOME*** Value: ***/render/username****


Resubmit Maya BatchRender (mr)
Qube Job Basics
Name
Maya BatchRender (mr) Job
Priority
9999
Instances
1
Qube Frame Range
Range
1-24
Preview Frames Submission
Preview Priority
-1
Render App Auto-threads & Uses the Entire Worker
Render on all cores
(Reserves the entire worker)
Render App Uses a Specific Number of Threads
Parameters
Render exe path
/usr/autodesk/maya2014-x64/bin/Render
Browse
scenefile
/render/gdunn/RenderFarmTestProject/scenes/03_R
Browse
Common options
renderer
mr
proj
/render/gdunn/RenderFarmTestProject
Browse
Use -rd flag
rd set to $mayaProj/images or $scene/../images
General purpose flags
rd
/render/gdunn/RenderFarmTestProject/images
Browse
im
output format (of)
Frame numbering options
Camera options
Resolution options
Render Layers and Passes
rl
rp
sel
l
Mel callbacks
Other
verbose
5 : for progress messages
renderThreads
1
autoRenderThreads
memory
0
autoMemoryLimit
taskSize
0
autoTiling
rnm
lic
reg
Qube SimpleCmd and Shell Parameters
%(mayaEnvCommand)s"%(mayaExe)s" -s QB_FRAME_START -e QB_FRAME_END -b QB_FRAME_STEP %(argv)s %(otherArgs)s "%(scenefile)s"


Cmd Template
Shell (Linux/OSX)
/bin/bash
Qube Worker Selection
Hosts
Groups
Omit Hosts
Omit Groups
Priority Cluster
/
Host Order
+host.processors.avail
Requirements
Reservations
host.processors=1
Restrictions
Browse
Qube Advanced Job Control
Flags
auto_mount,convert_path
Dependency
Add
Email (job complete)
Email (failed frames)
gdunn
Blocked
Stderr->Stdout
Job Label
Job Kind
Process Group
Retry Frame/Instance
0
Job Process Group (pgrp)
and "Process Group" (pg
Retry Work Delay
Subjob Timeout
-1
Frame Timeout
Qube Job Environment
Cwd
/home/gdunn
Key
Value
HOME
/render/gdunn
Environment Variables
Impersonate User



When you have finished renaming the Job and inputting all the correct paths, **RESUBMIT.**