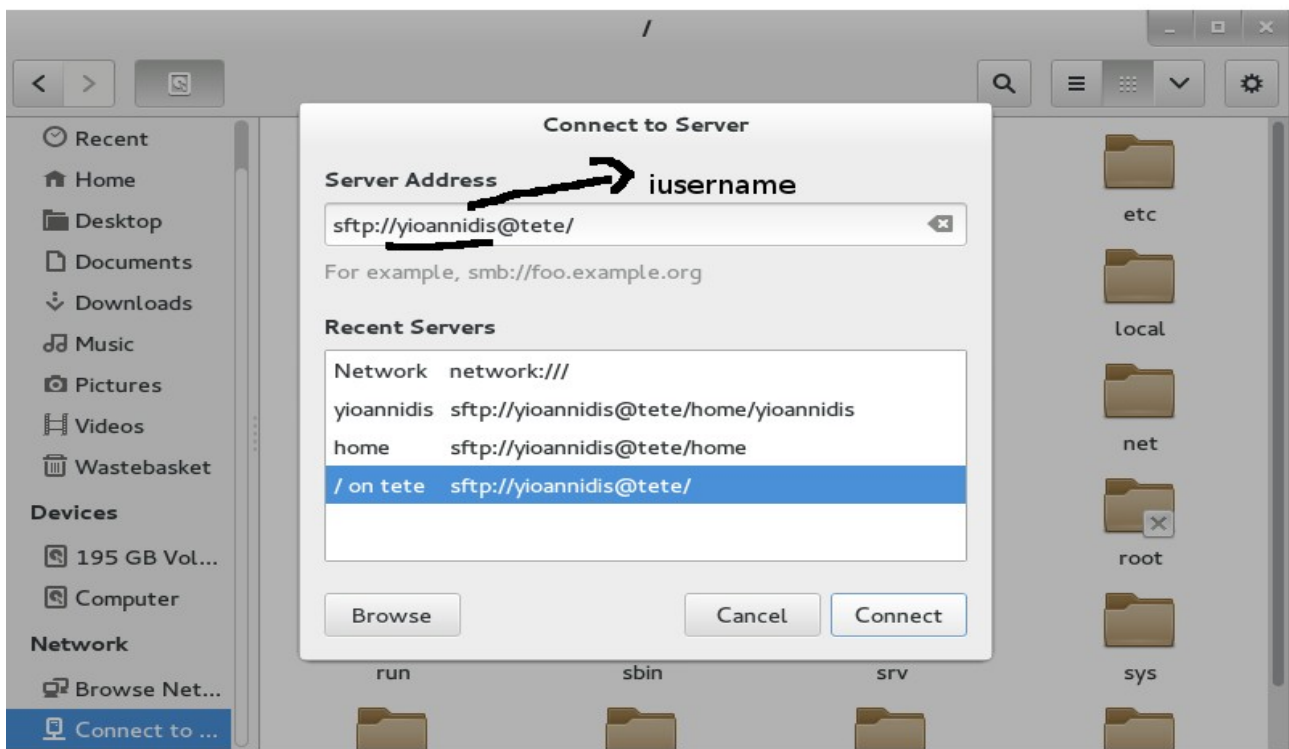


Qube Renderfarm Guide: Houdini (HBatch)

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://username@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/hfs16.0.557; source houdini_setup_bash;  
hbatch -R -c "render -V -f QB_FRAME_START QB_FRAME_END mantra1***"  
/render/username***/folder***/scene***.hipnc
```

Name	SimulationQubeTestSimpleShattering15_HBATCH_CMDRAN		
Priority	9999		
Instances	2		
Qube Frame Range			
Range	1-2		
Execution	Individual frames	1	
rangeOrdering	ascending		
Preview Frames Submission			
Use Preview Frames	<input type="checkbox"/>		
Frame Numbers			
Preview Priority	-1		
Preview Subjobs	1		
Parameters			
Command	<pre>cd /opt/software/sidefx/hfs15.0.313; source houdini_setup_bash;hbatch /render/yioannidis/ SimulationQubeTest/simpleShattering15_built.hipnc -c "render -V -l -f 1 2 ifdarchive1"</pre>		
Shell (Linux/OSX)	/bin/bash		

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

Retry Work Delay

Subjob Timeout

Frame Timeout

Qube Job Environment

Cwd

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

regex_highlights

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

