Qube Renderfarm Guide: Windows > Maya > V-Ray Resubmit

Scene setup

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

- Place Scene, and associated assets in Folders, within a single directory
- Ensure assets (Texture Paths etc) are in relative paths to the Project and not pointing to a Drive (eg D: C: etc)
- Make sure the scene is optimized as much as possible.
- You have completed a test render before you submit to the farm, making sure that 1 frame takes less than an hour to render.
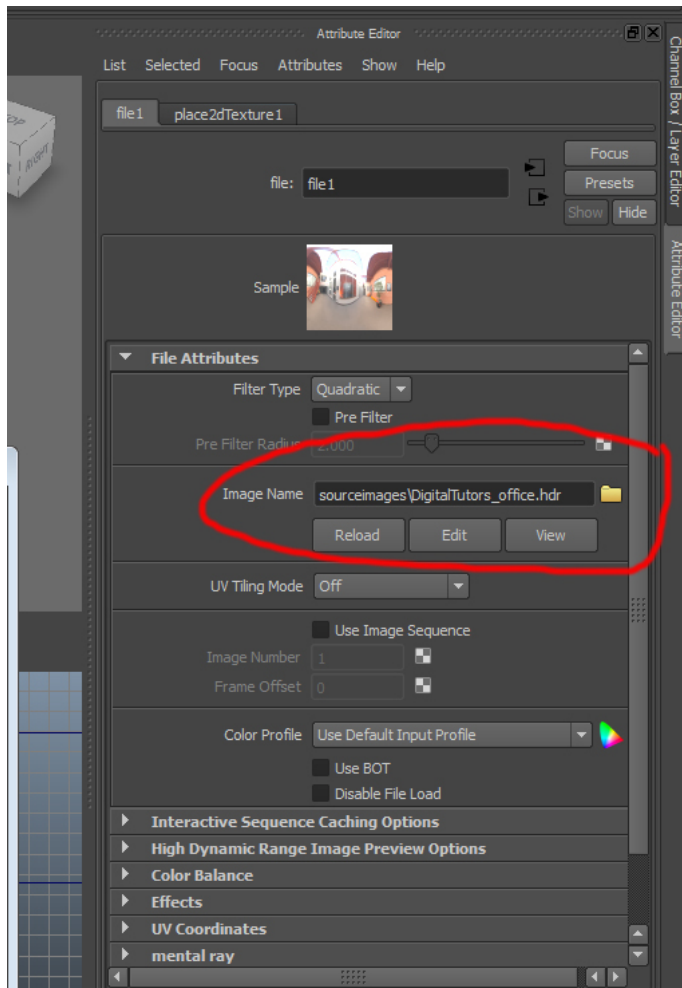
⚞ Ensure you export to a .vrscene selected. If your scene has an animated sequence enable that also with the appropriate frames needed.
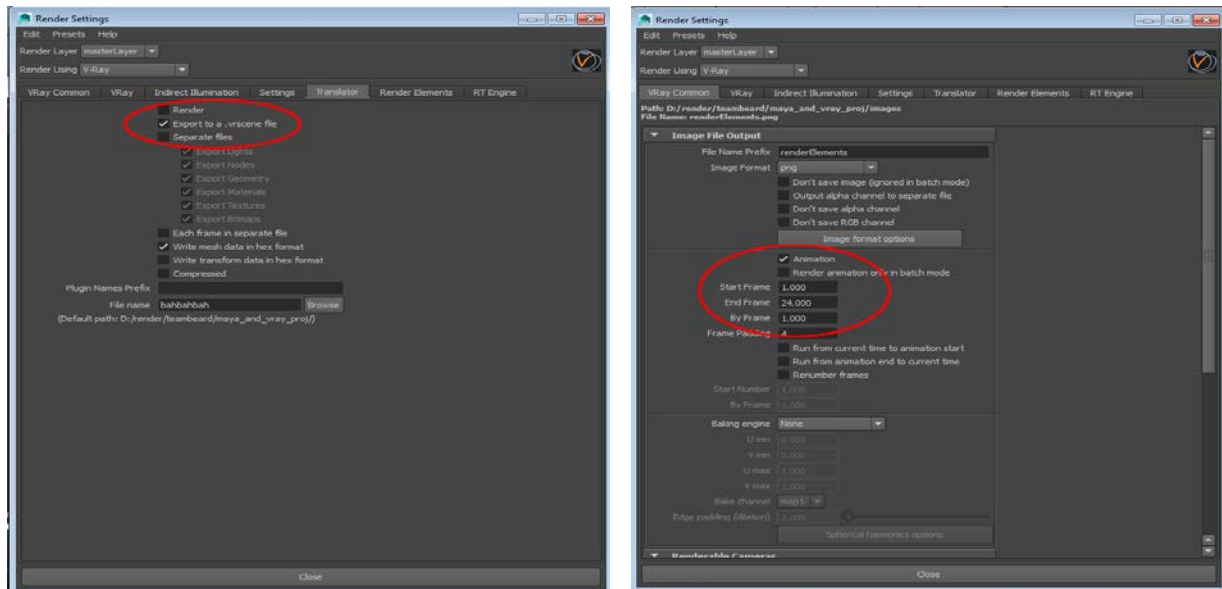
⚞ Render the current scene and this will create the .vrscene file
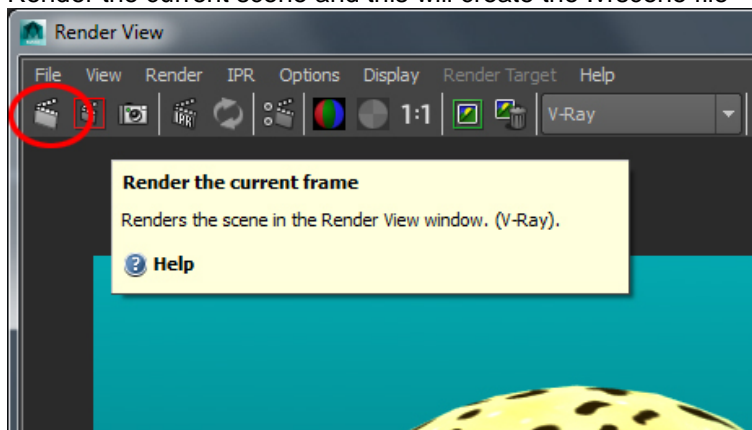
⚞ You may need to edit this .vrscene file. Check the .vrscene file in a text editor software to make sure your paths are relative… for this example…

Created on 07/08/2015 16:03:00
Confidential
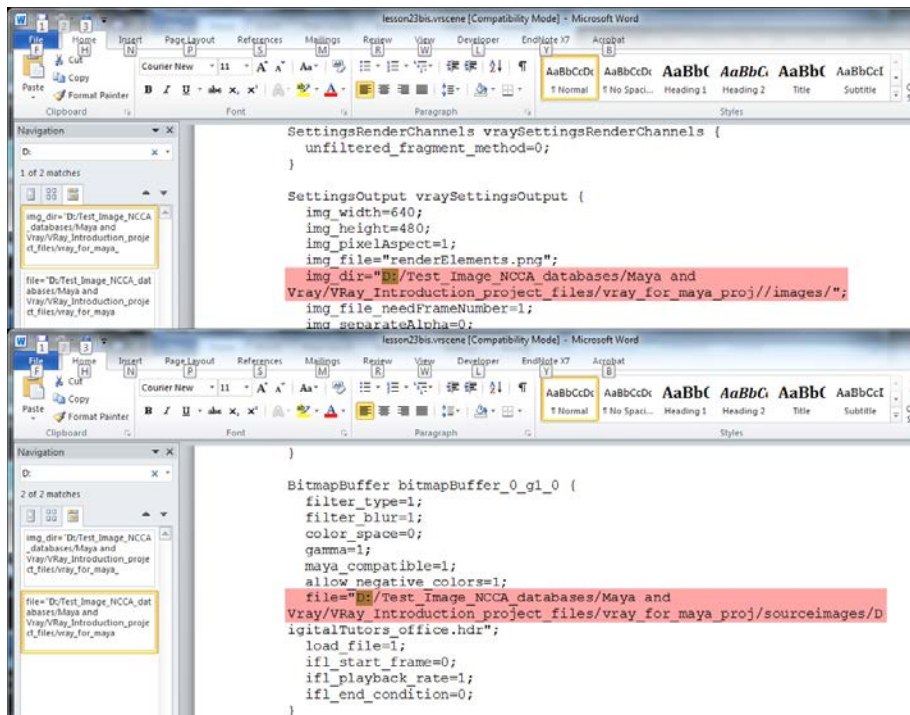
⚔ Change (`img_dir="D:/Test_Image_NCCA_databases/Maya and Vray/VRay_Introduction_project_files/vray_for_maya_proj/images/";`)
To (`img_dir="/render/`**`user*`**`/`**`project`**`/images/"`)

And…

Change (`file="D:/Test_Image_NCCA_databases/Maya and Vray/VRay_Introduction_project_files/vray_for_maya_proj/sourceimages/environment_image.hdr";`)
To (`file="/render/`**`user*`**`/`**`project`**`/sourceimages/environment_image.hdr";`) nb **_user*_** will be your team / name or id number, **_project_** will be the project folder.

*(user/username = teamname)

⚔ Save file.

⚔ SCP entire project directory to your directory in on tete.bournemouth.ac.uk
/render drive i.e. /render/*_user_/My_First_Render_Project   **_(*user = username, team name)_**
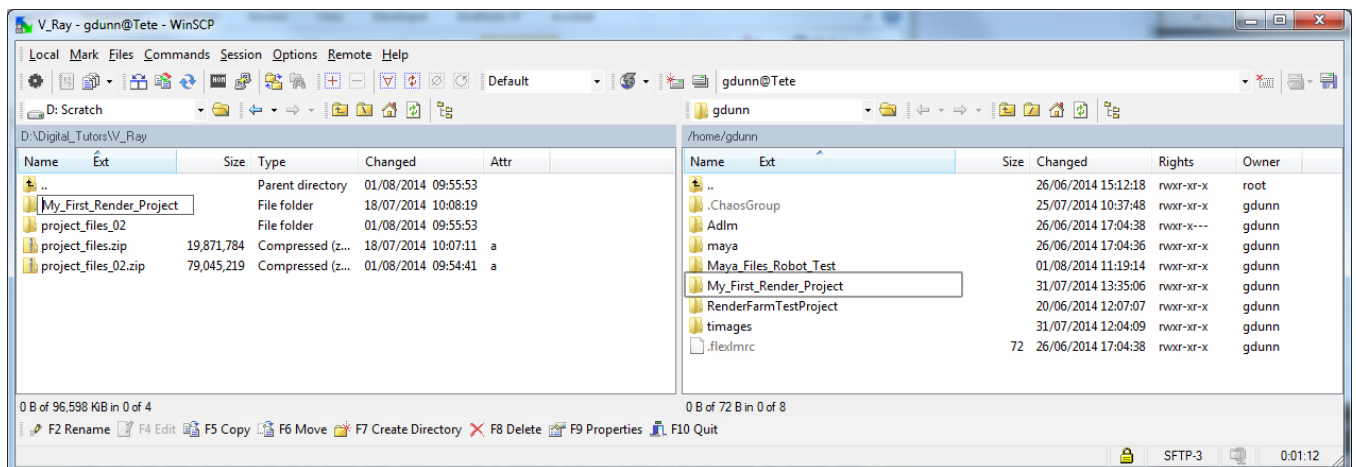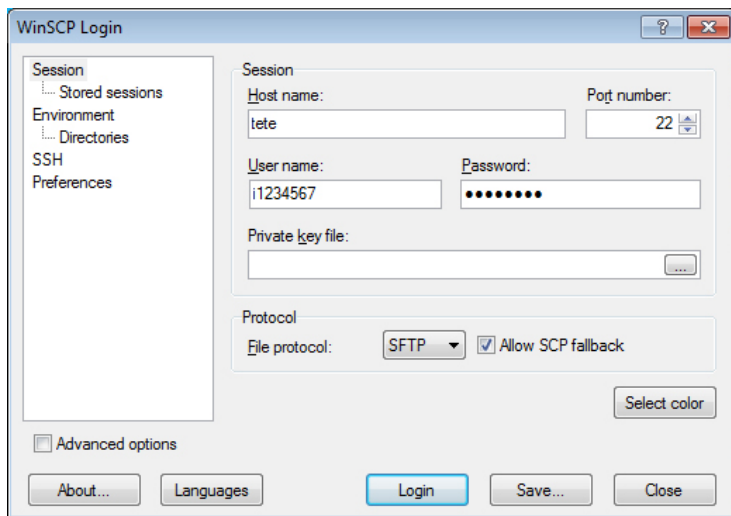
*NOTE: The path reported by SCP starts with /home which is correct. On the server it is available as /render (not visible to you though, just the renderfarm management software (Qube!).

- ⚔ **Start Qube**: "C:\Program Files (x86)\pfx\qube\bin\qube.exe"
- ⚔ Start cube as admin through cmd:
- ⚔ **runas /user:*username*@staff "C:\Program Files (x86)\pfx\qube\bin\qube.exe"**

- ⚔

🅰 Find **A successful vray job(this is usually blue, for example ID number: 5514 (VRAY Test Robotscene))**

🅰 > Right Click and choose **Resubmit…**
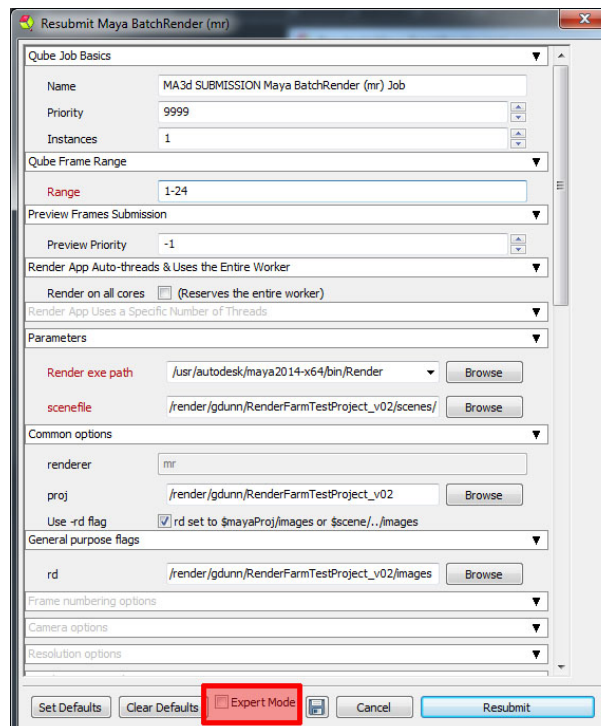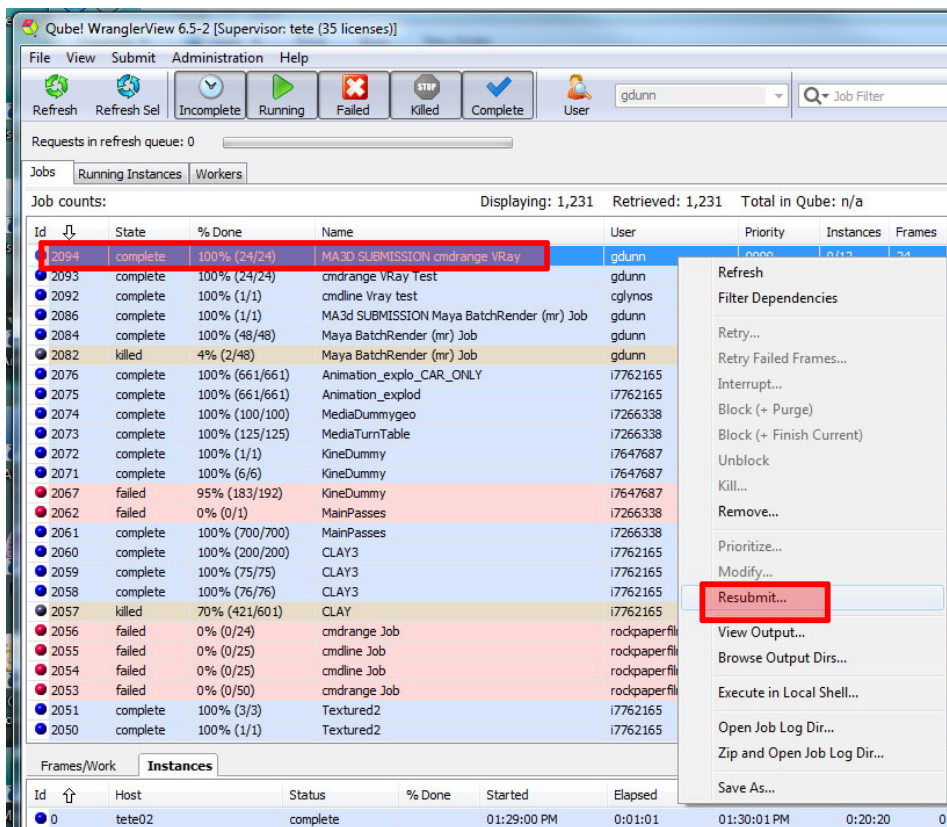
🅰 Enable **Expert Mode.**

🅰 **Suggested Settings**

Created on 07/08/2015 16:03:00
Confidential

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.

Name: Name your Job
Instances: set to "**2**" or "number of frames" **whichever is lower.**
Range: Specify frame range in the format *start-end*. *(eg: 1-24)*

Parameters: Command:
LD_LIBRARY_PATH=/opt/software/chaosgroup/V-Ray/lib/linux_x64/gcc-4.4 /opt/software/chaosgroup/V-Ray/bin/vray.bin -sceneFile=/render/user*/project/scenes/Vray-file.vrscene -display=0 -frames=QB_FRAME_NUMBER -verboseLevel=1

For eample:-
LD_LIBRARY_PATH=/opt/software/chaosgroup/V-Ray/lib/linux_x64/gcc-4.4 /opt/software/chaosgroup/V-Ray/bin/vray.bin -sceneFile=/render/i7631837/LADY_AND_SNOWLEOPARD/scenes/Shot_1_vr_v1_masterLayer.vrscene -display=0 -frames=QB_FRAME_NUMBER -verboseLevel=1

Shell (Linux/OSX): */bin/bash*

Qube Job Environment

Cwd: Current working Directory. Set this to */home/username**   **(user/username = team name)*

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

Resubmit cmdrange

Qube Job Basics

Name	cmdrange Job
Priority	9999
Instances	16

Qube Frame Range

Range	1-24
Execution	Individual frames	1
rangeOrdering	ascending

Preview Frames Submission

Use Preview Frames	☐
Frame Numbers	
Preview Priority	-1
Preview Subjobs	1

Parameters

Command:
```
LD_LIBRARY_PATH=/opt/software/chaosgroup/V-
Ray/Standalone_for_linux_x64/lib/linux_x64/gcc-
4.6:/opt/software/chaosgroup/V-
Ray/Standalone_for_linux_x64/lib/gcc-4.7.2/lib64
/opt/software/chaosgroup/V-
```

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)	☐	tteng
Email (failed frames)	☐	tteng
Blocked	☐	
Stderr->Stdout	☐	
Job Label		
Job Kind		
Process Group		
Retry Frame/Instance	0	
Retry Work Delay	0	

Retry Work Delay	0
Subjob Timeout	-1
Frame Timeout	-1

Qube Job Environment

Cwd	/home/gdunn

Key	Value
HOME	/render/gdunn

Environment Variables

Impersonate User

Qube Job Validation & RegularExpression-based Output Parsing

Min File Size	0
regex_highlights	
regex_errors	
regex_outputPaths	
regex_progress	
	Regular expression for identifying in-fra
regex_maxLines	20

Qube Actions

generateMovie	☐

Qube Notes

Account	
Notes	

Set Defaults | Clear Defaults | ☑ Expert Mode | Cancel | Resubmit

NB: VRay will only have a maximum of 16 nodes available on the renderfarm to render.