ncca RenderFarm Tool
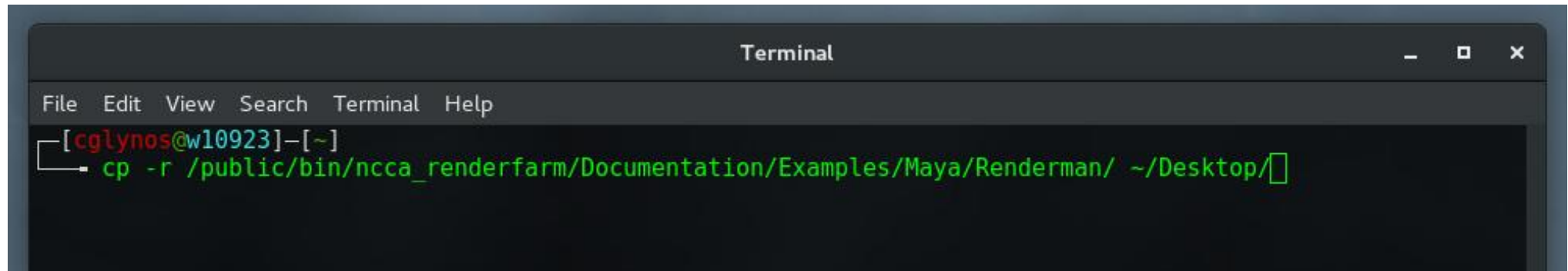
Maya: Renderman

Constantinos Glynos

Michail Agoulas

Copy the example scene

run the copy (cp) command with the recursive flag (-r)
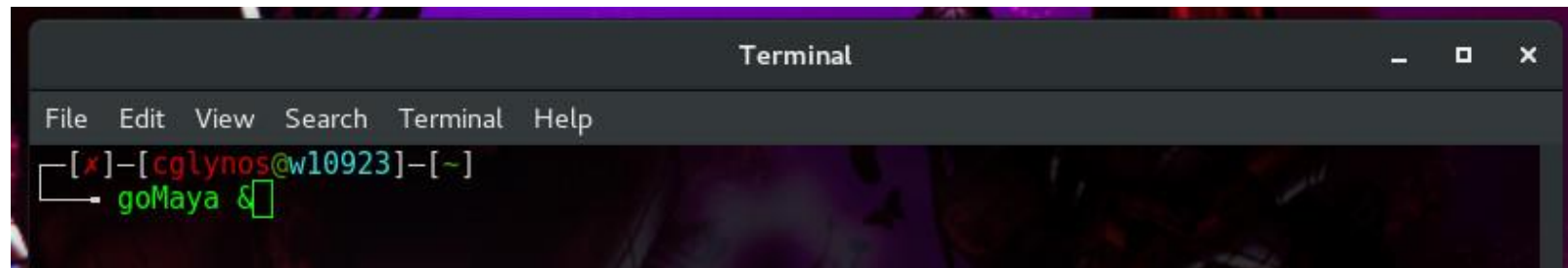
cp –r /public/bin/ncca_renderfarm/Documentation/Examples/Maya/Renderman/ ~/Desktop

Open Maya

goMaya &

Open the example scene

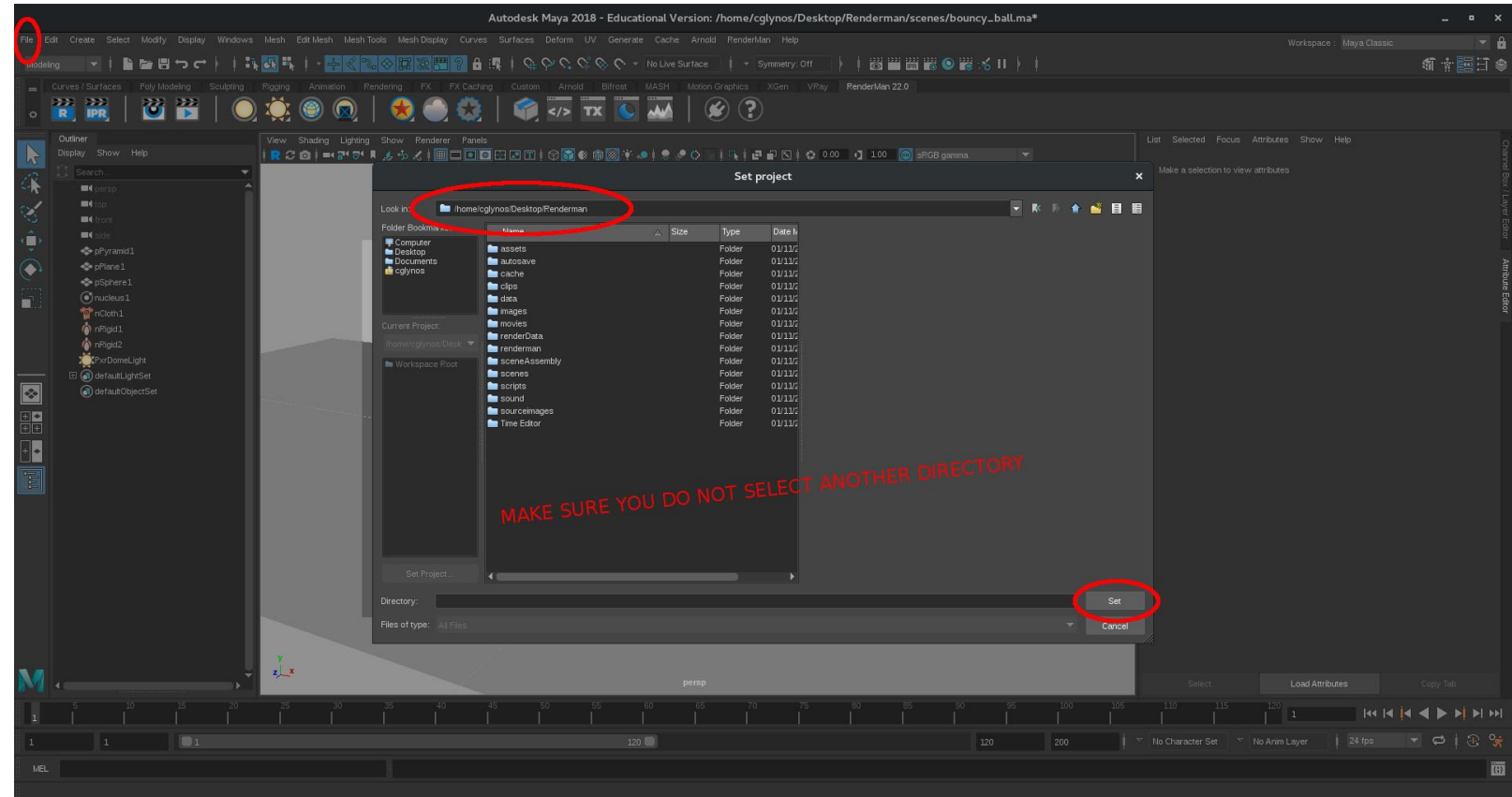File -> Open -> bouncy_ball.ma
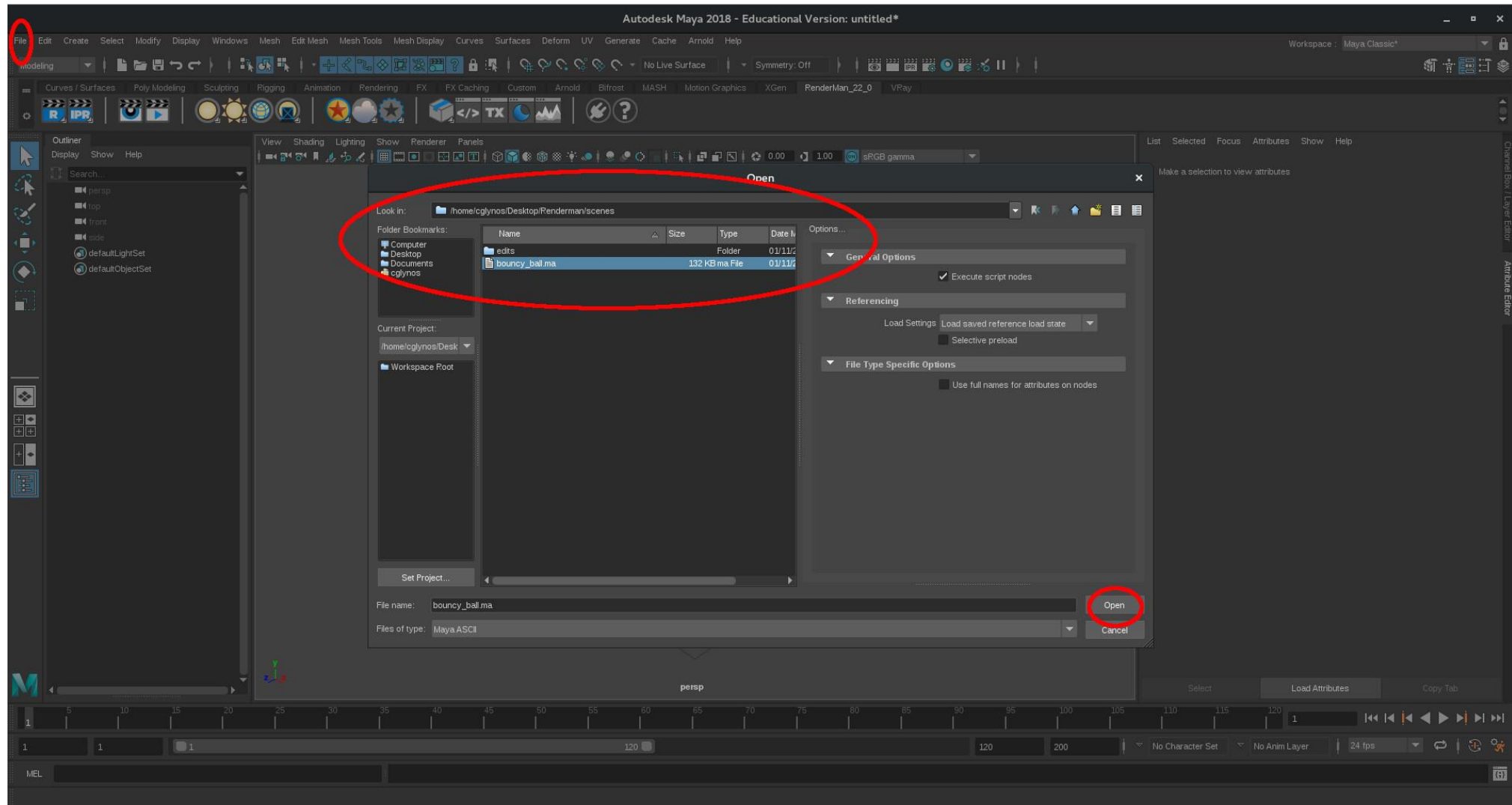
Set project directory

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

Check the render settings

Check that your render settings are correct:

- Select the Renderman renderer

- Make sure you have a name for the output renders

- No need to select a file type because renderman exports to .exr

- Check the format and frame padding

- Make sure your animation frames are correct

- Select the camera to render from

- Set the correct resolution
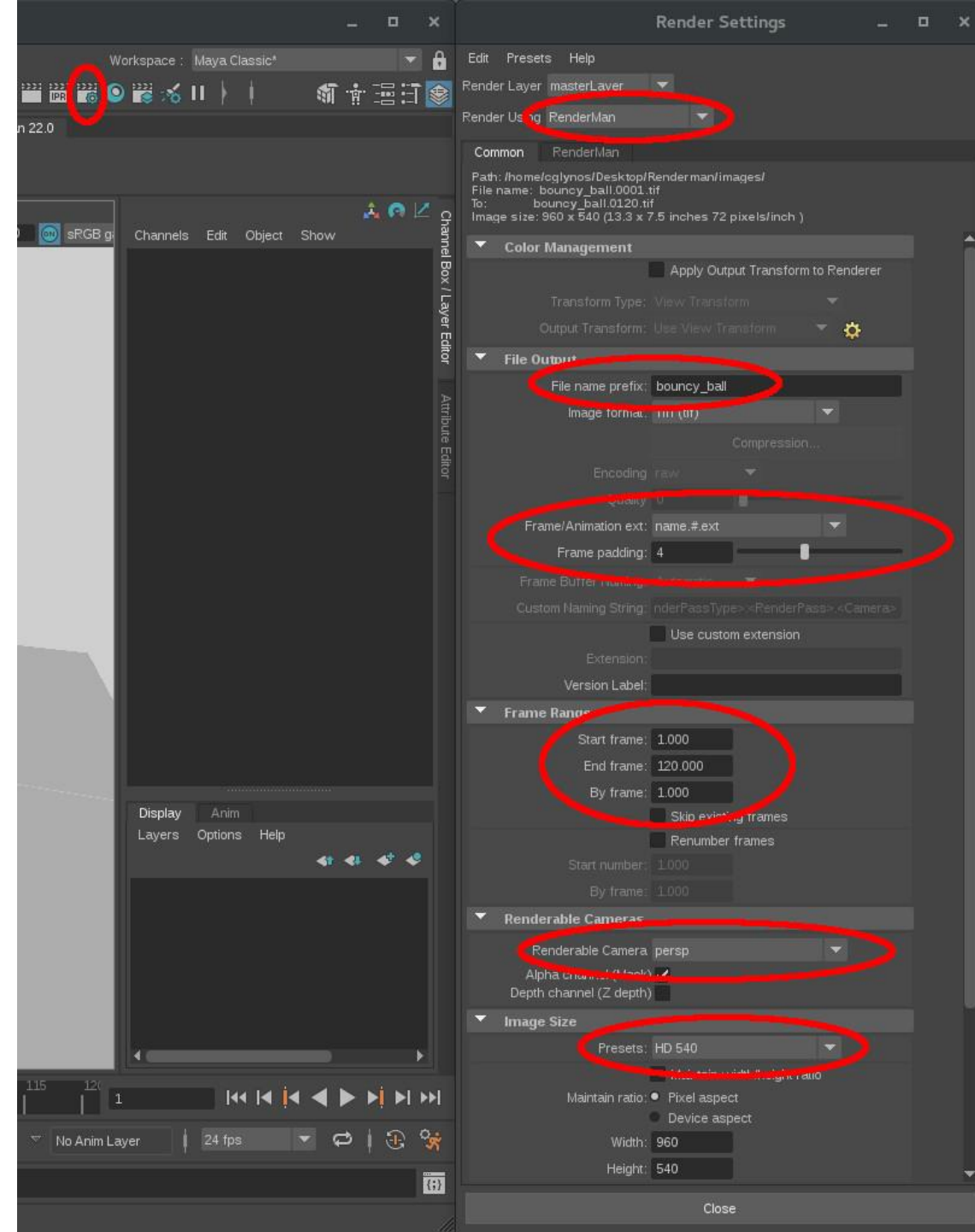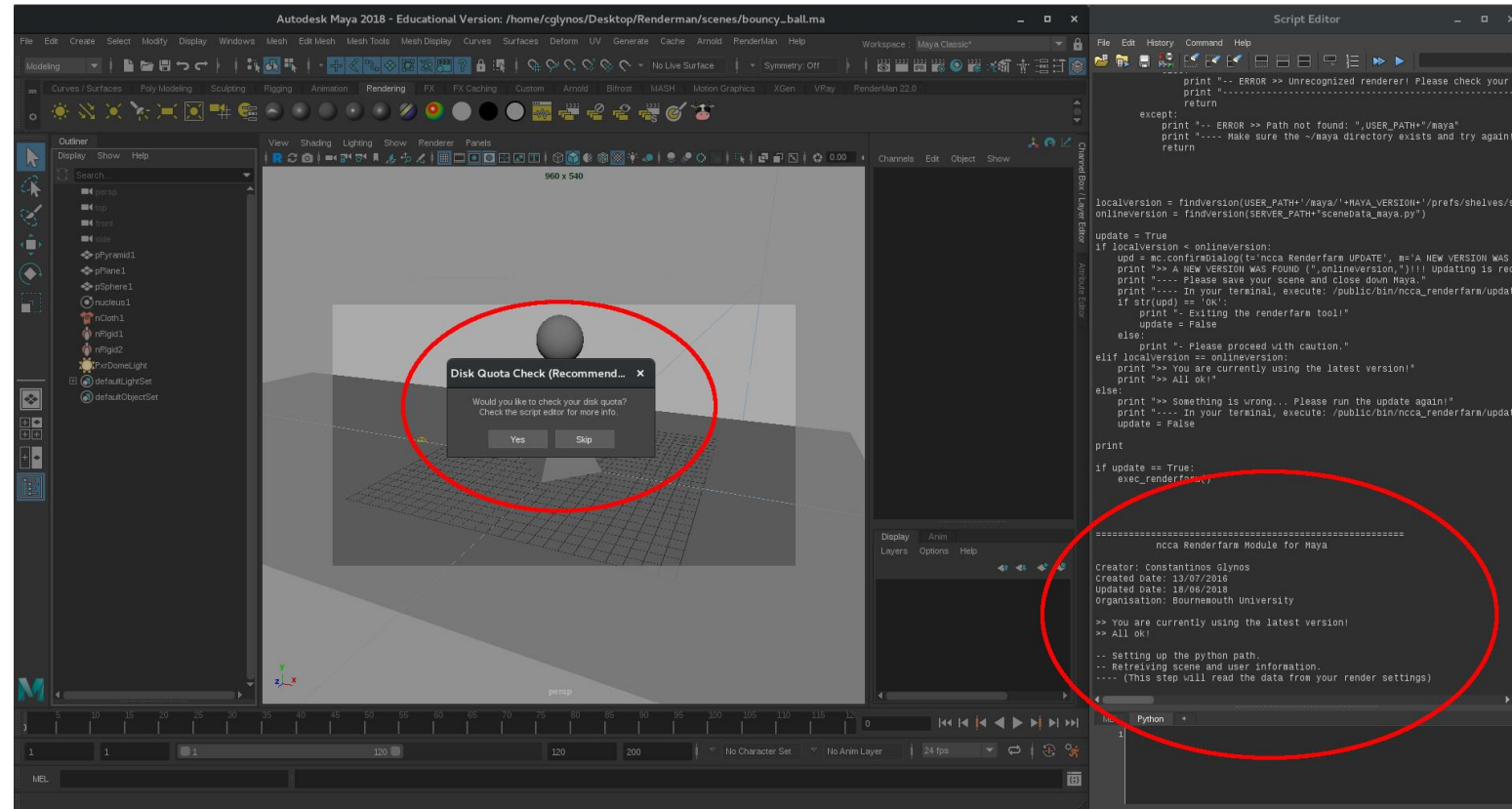
Let's render

- Press Ctrl + S to save the scene

- Open the Script Editor for debugging information

- Go to the rendering shelf

- Hit the cow!
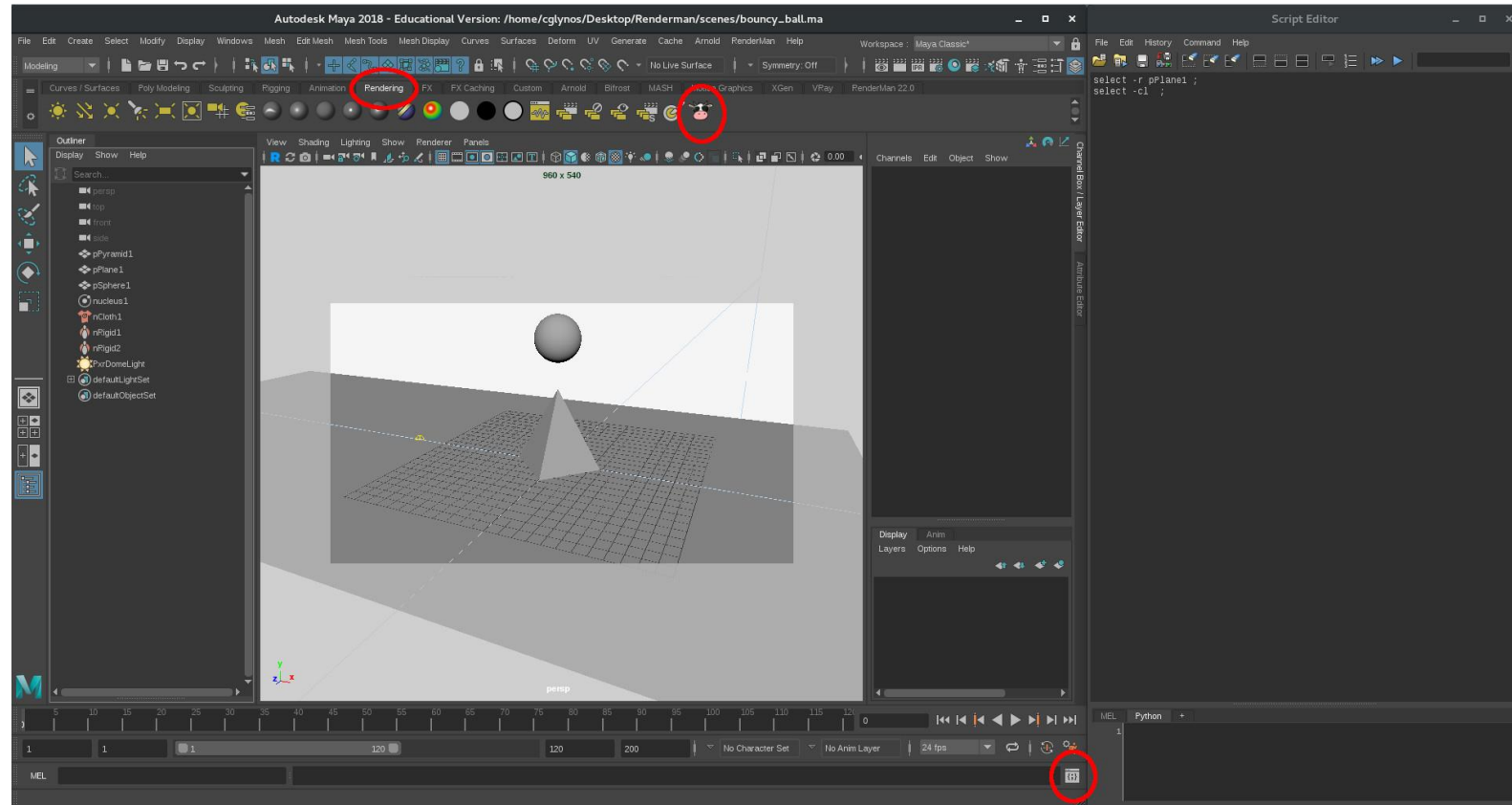
Using the tool

- 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.
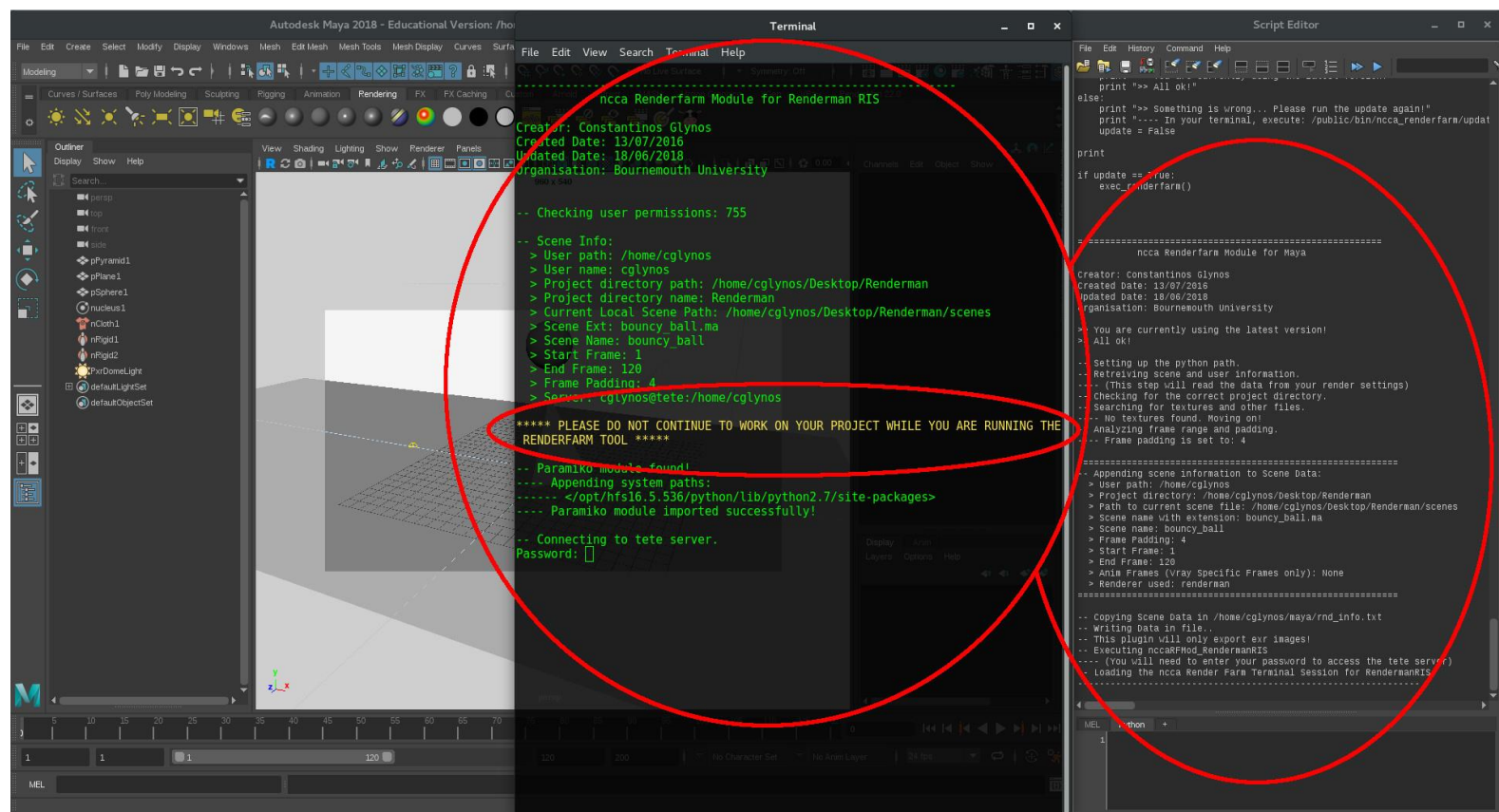
Using the tool

- A new terminal will appear which links to the renderfarm.

- Check the data passed on to the renderfarm by reading the script editor and the terminal. If not correct, just close the terminal 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).

- 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

- Set your output renders directory if you don't want to use the default one.

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

- Type y and Enter to continue.

Entering /home/cglynos/Desktop/Renderman/sceneAssembly
Entering /home/cglynos/Desktop/Renderman/cache
Entering /home/cglynos/Desktop/Renderman/cache/bifrost
Entering /home/cglynos/Desktop/Renderman/cache/particles
Entering /home/cglynos/Desktop/Renderman/cache/nCache
Entering /home/cglynos/Desktop/Renderman/cache/nCache/fluid
Entering /home/cglynos/Desktop/Renderman/renderData
Entering /home/cglynos/Desktop/Renderman/renderData/depth
Entering /home/cglynos/Desktop/Renderman/renderData/iprImages
Entering /home/cglynos/Desktop/Renderman/renderData/shaders
Entering /home/cglynos/Desktop/Renderman/renderData/fur
Entering /home/cglynos/Desktop/Renderman/renderData/fur/furEqualMap
Entering /home/cglynos/Desktop/Renderman/renderData/fur/furAttrMap
Entering /home/cglynos/Desktop/Renderman/renderData/fur/furShadowMap
Entering /home/cglynos/Desktop/Renderman/renderData/fur/furFiles
Entering /home/cglynos/Desktop/Renderman/renderData/fur/furImages
Entering /home/cglynos/Desktop/Renderman/renderman
Entering /home/cglynos/Desktop/Renderman/renderman/rib
Entering /home/cglynos/Desktop/Renderman/renderman/rib/bouncy_ball
Entering /home/cglynos/Desktop/Renderman/renderman/rib/bouncy_ball/v001_t01
/home/cglynos/Desktop/Renderman/renderman/rib 100% 142KB   9.7MB/s   00:00
/home/cglynos/Desktop/Renderman/workspace.mel 100% 1987   1.1MB/s   00:00

-- Upload complete!

-- Disk Quota Check (Recommended)
---- Would you like to check your disk quota before rendering? (y/n): n
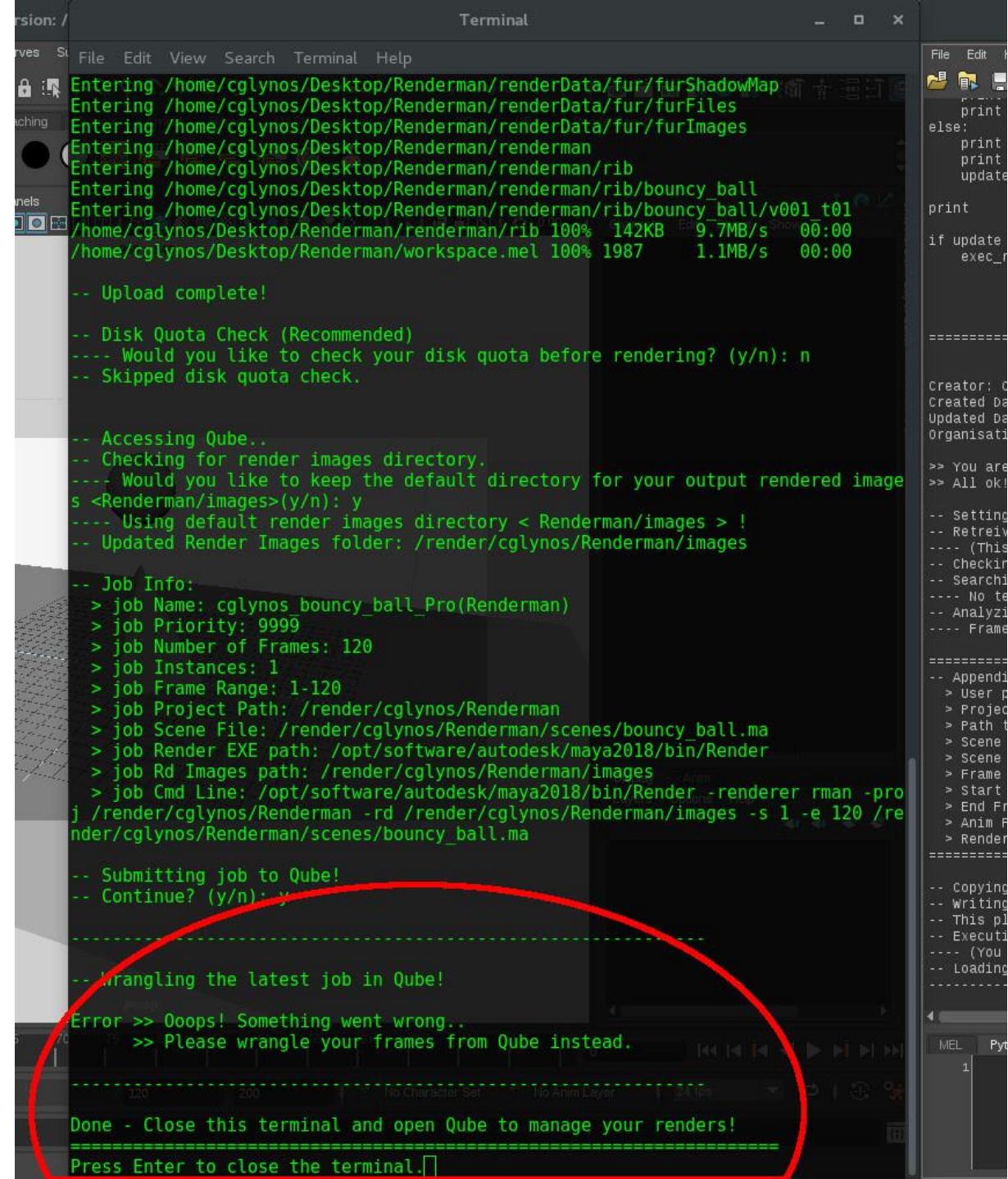-- Skipped disk quota check.

-- Accessing Qube..
-- Checking for render images directory.
---- Would you like to keep the default directory for your output rendered image
s <Renderman/images>(y/n): y
---- Using default render images directory < Renderman/images > !
-- Updated Render Images folder: /render/cglynos/Renderman/images

-- Job Info:
> job Name: cglynos_bouncy_ball_Pro(Renderman)
> job Priority: 9999
> job Number of Frames: 120
> job Instances: 1
> job Frame Range: 1-120
> job Project Path: /render/cglynos/Renderman
> job Scene File: /render/cglynos/Renderman/scenes/bouncy_ball.ma
> job Render EXE path: /opt/software/autodesk/maya2018/bin/Render
> job Rd Images path: /render/cglynos/Renderman/images
> job Cmd Line: /opt/software/autodesk/maya2018/bin/Render -renderer rman -pro
j /render/cglynos/Renderman -rd /render/cglynos/Renderman/images -s 1 -e 120 /re
nder/cglynos/Renderman/scenes/bouncy_ball.ma

-- Submitting job to Qube!
-- Continue? (y/n):

Using the tool

- Unfortunately, you cannot wrangle your renders from the terminal.

- At this point you safely close the terminal and wrangle your renders from Qube.

Using the tool

- We go back to our terminal (*the one we used to launch Maya*) and we type:

  goQube &

- View our job's progress from the running instances.

- View which frame is being rendered from Job Logs -> Stdout Log

- Now we wait for it to finish.

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

Finishing off

- Once the renders are complete, we have to access the server manually to get our renders.
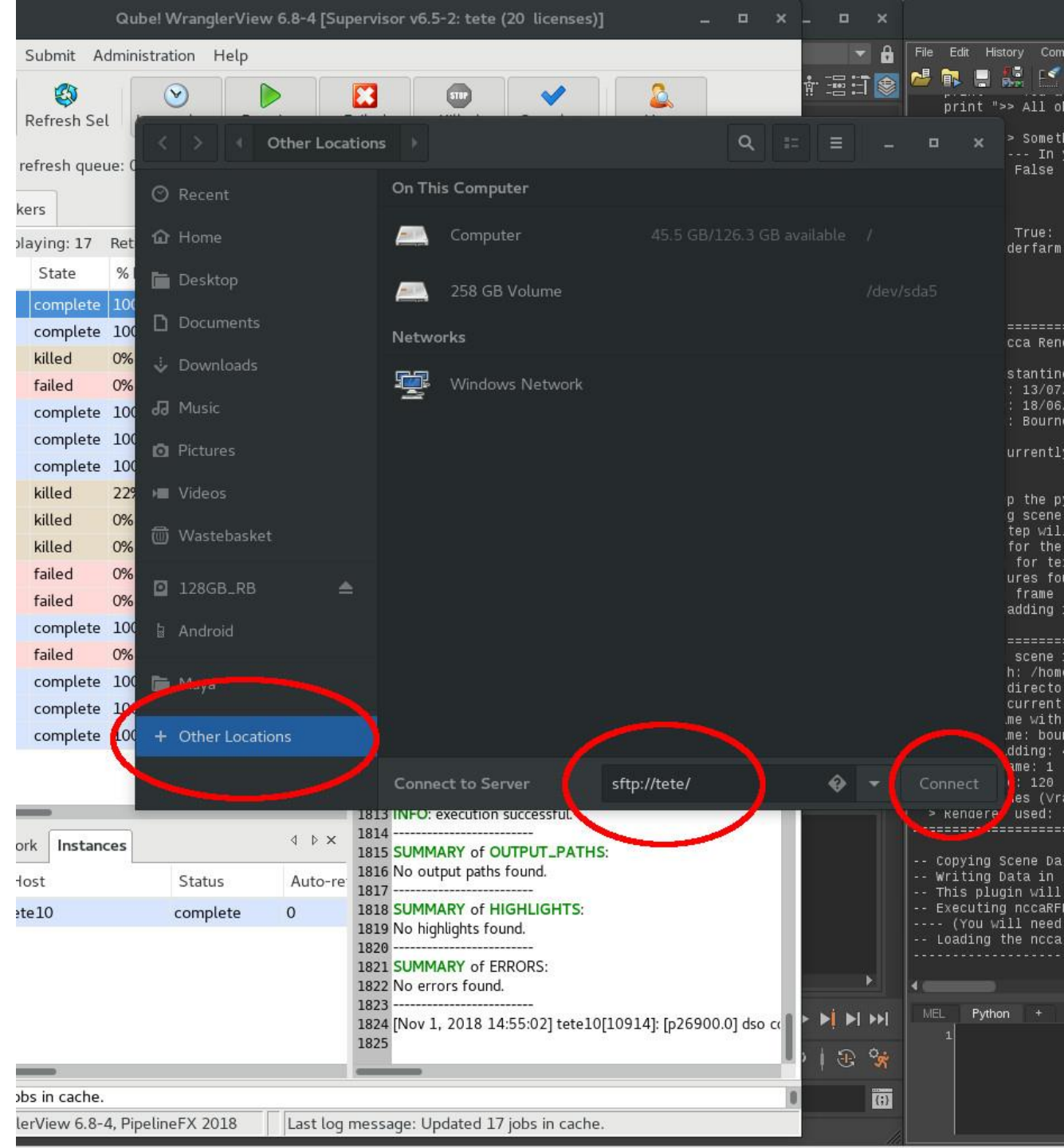
- Go to:

  Places -> Browse Network

Finishing off

- Click on Other Locations

- Type the following path to the Connect to Server input box.

  sftp://tete/

- Now click on Connect

- Enter your username and password if asked and click Connect again.

Finishing off

- Change to your directory on the server and find your project directory.

- Locate your renders in your output images folder.