ncca RenderFarm Tool

Maya: Arnold

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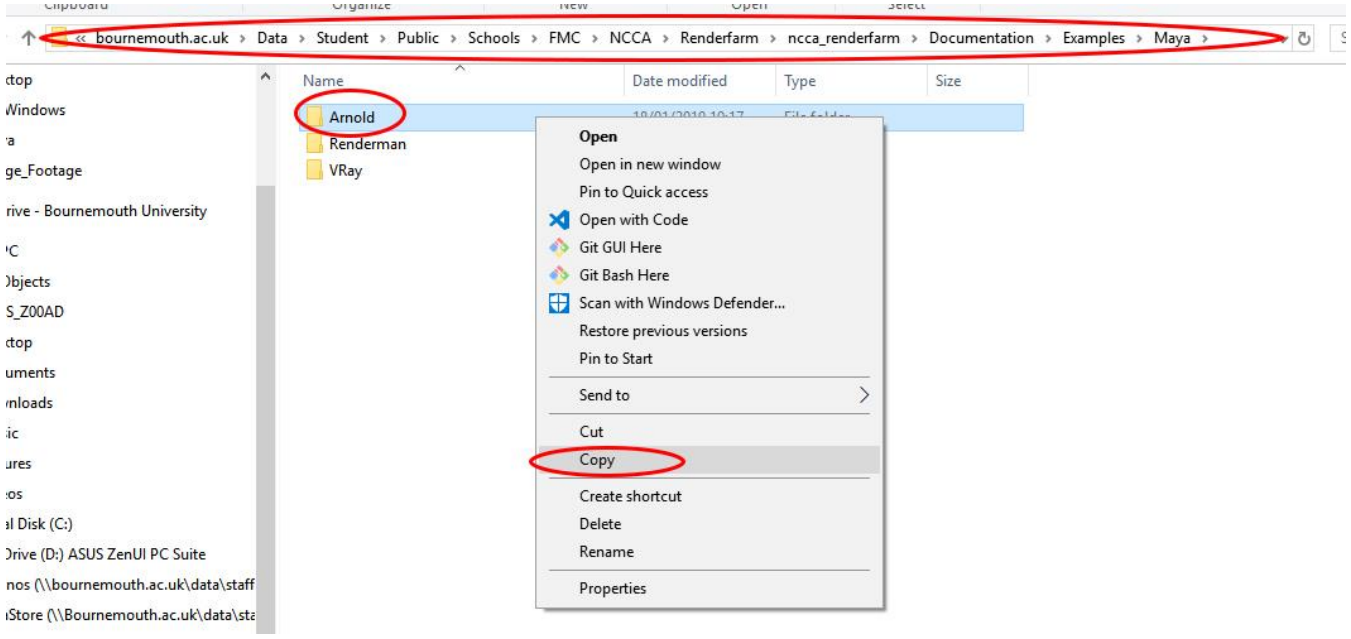
Copy the example scene

The Arnold example project directory is at

\\bournemouth.ac.uk\Data\Student\Public\Schools\FMC\NCCA\Renderfarm\ncca_renderfarm\Documentation\Examples\Maya\

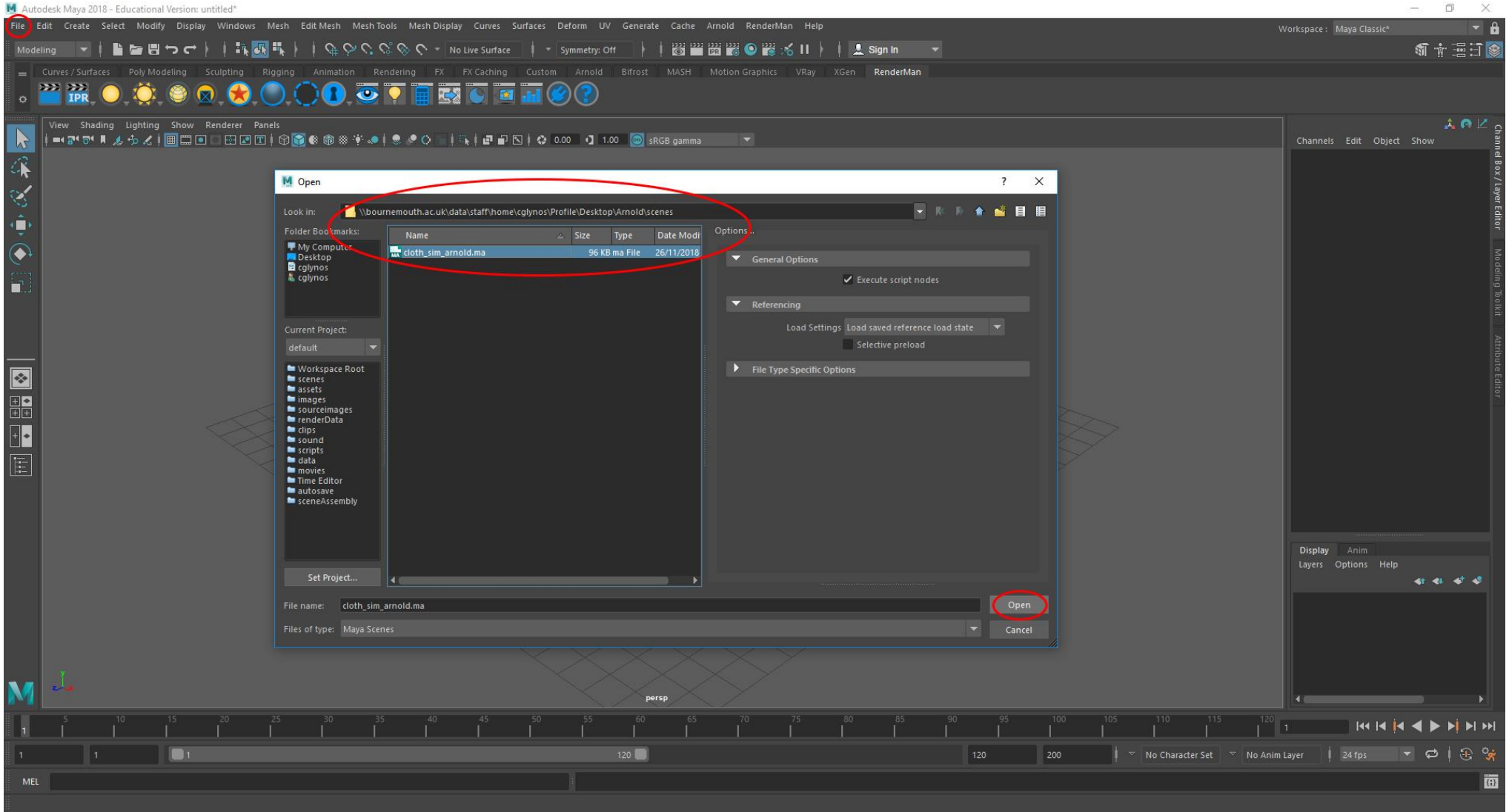
Copy and Paste the project directory to your Desktop or to the D: drive



Open Maya

Open the example scene

File -> Open -> cloth_sim_arnold.ma



Set project directory

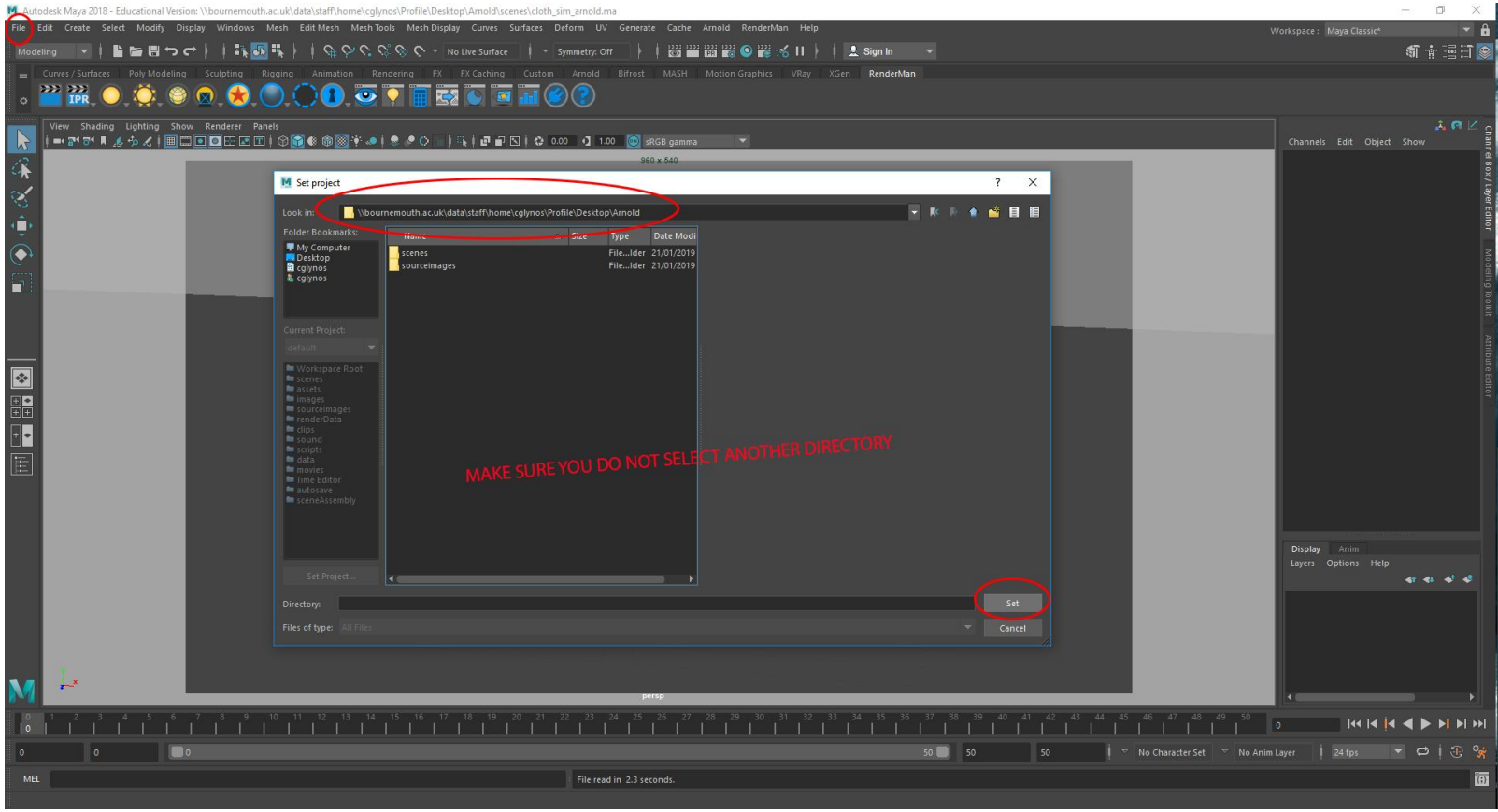
File -> Set Project...

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 -> aiStandard2

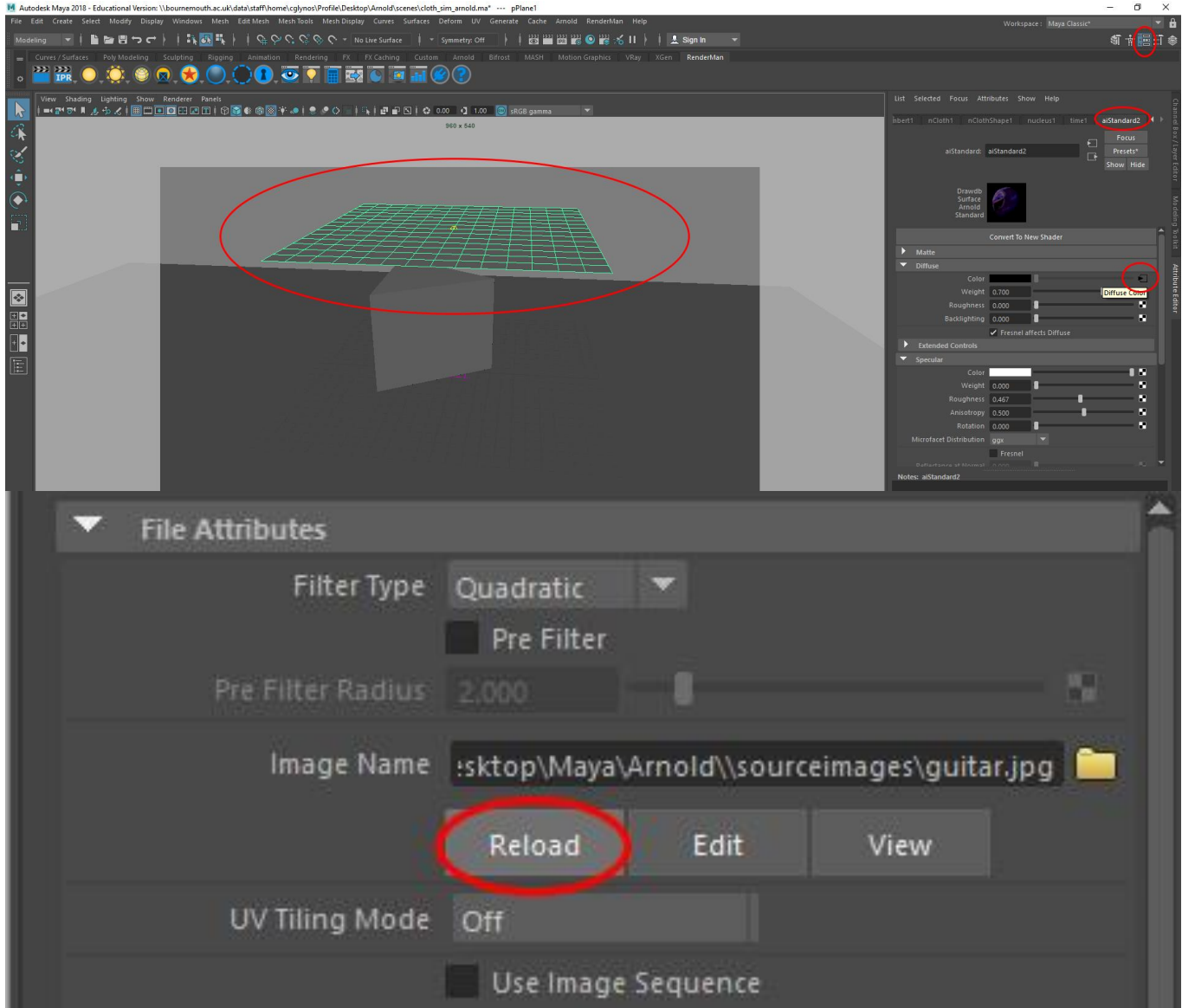
Click on the Diffuse colour option box

Under the Image Name text box, click on Reload.

After hitting Reload, that long path should now say:

sourceimages\guitar.jpg

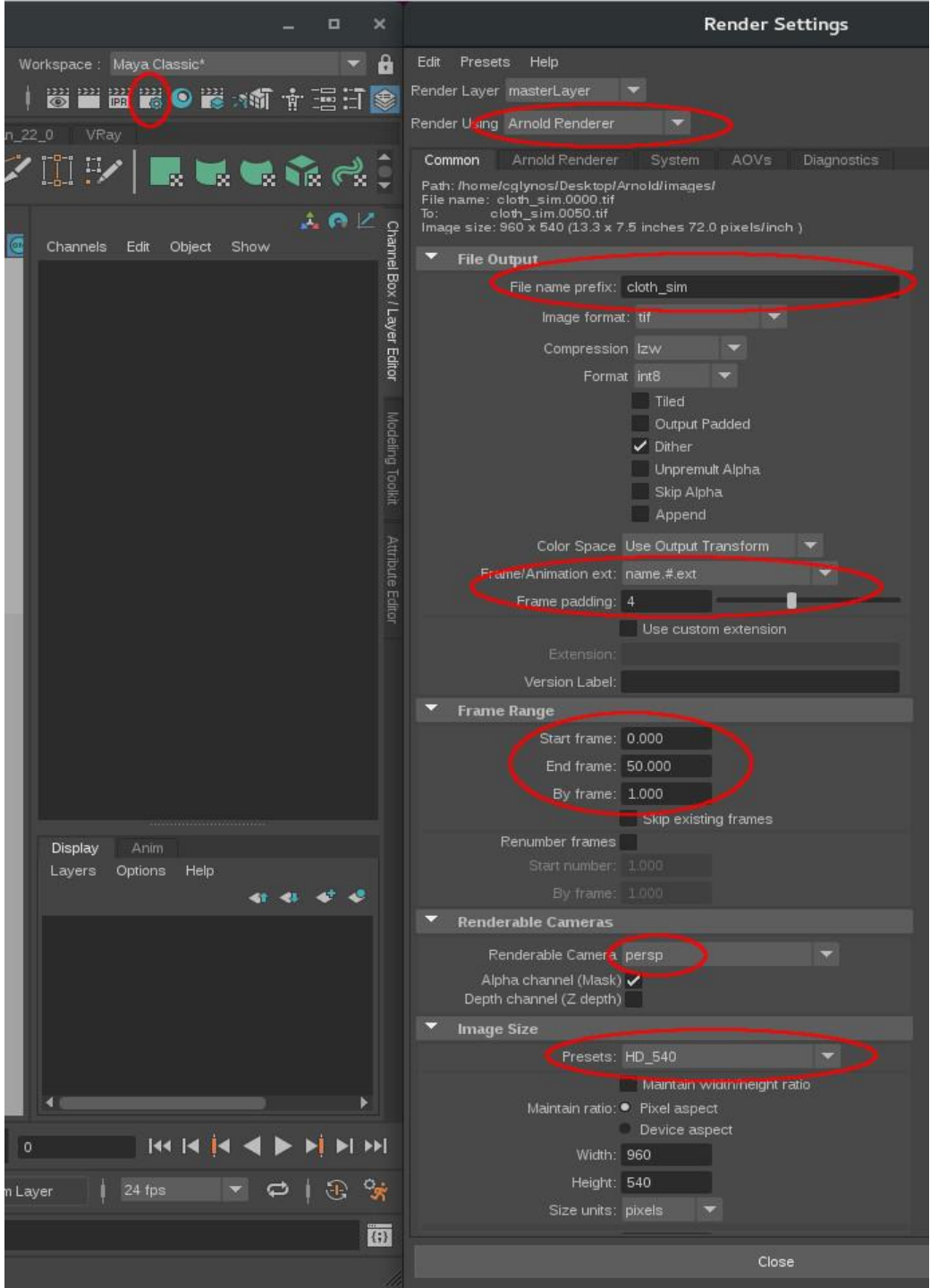
Do the same for the rest of the objects if they have any textures



Check the render settings

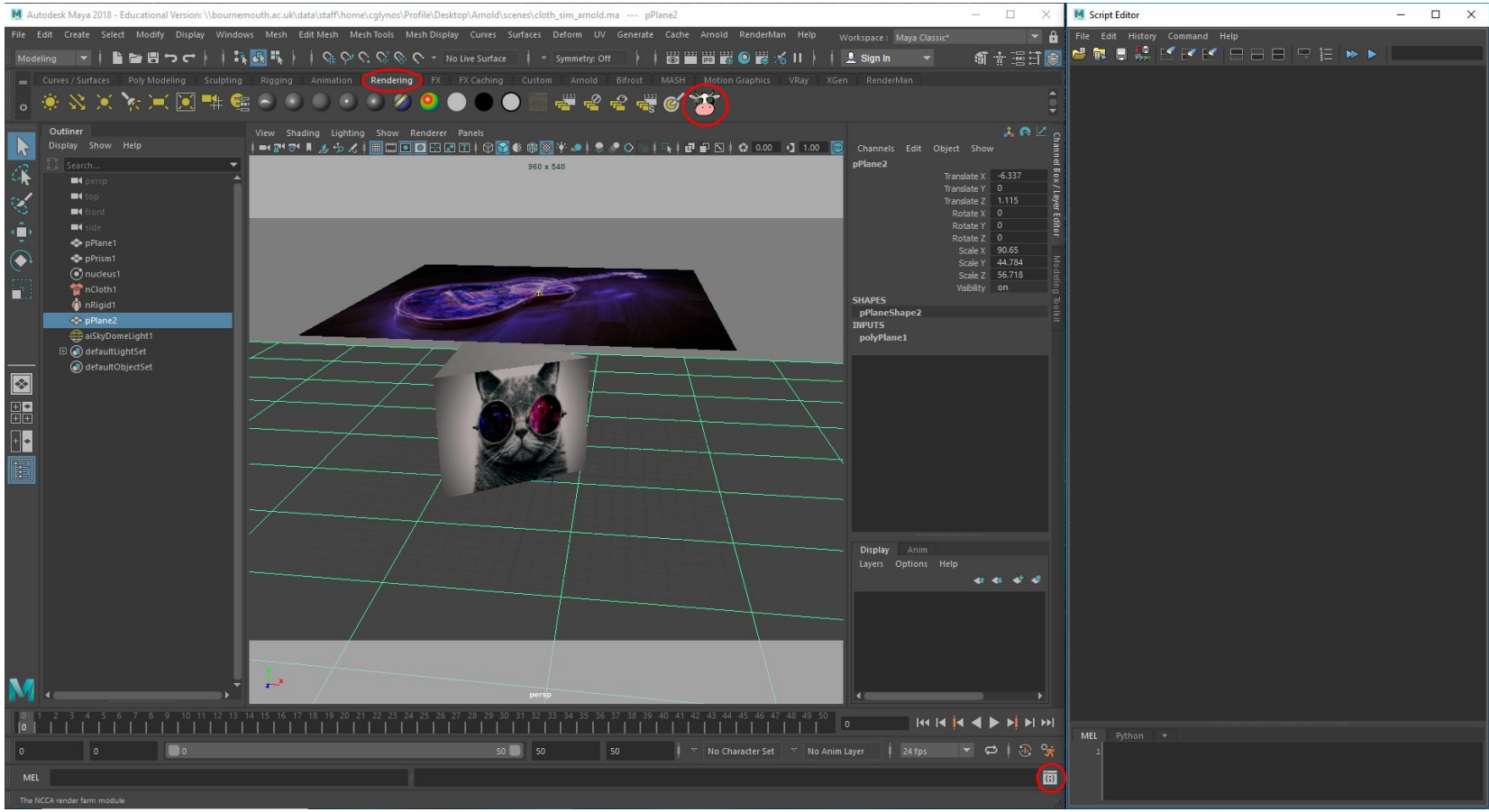
Check that your render settings are correct:

- Select the Arnold renderer
- Make sure you have a name for the output renders
- 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

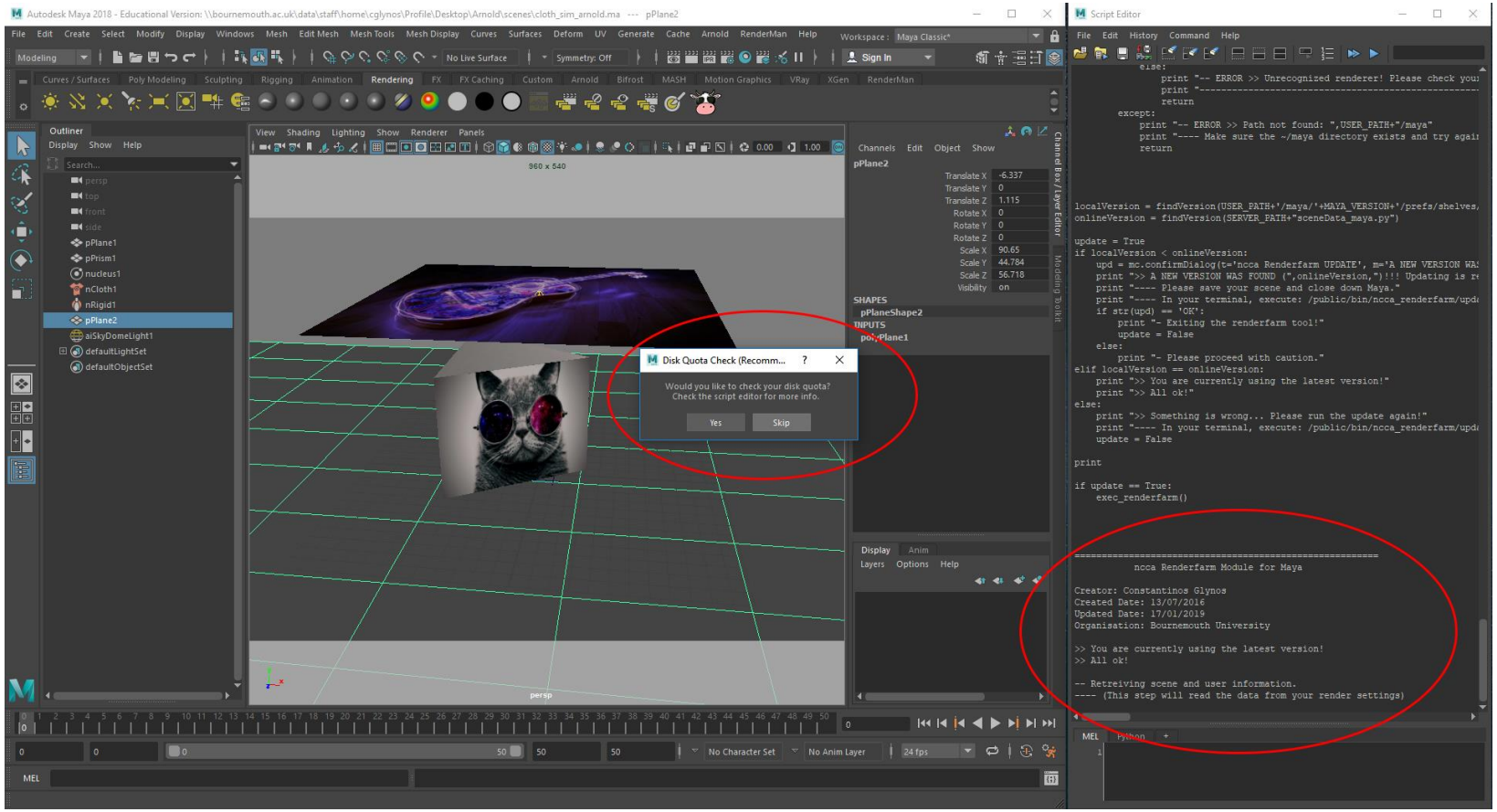
- Press Ctrl + S to save the scene
- Open the Script Editor for debugging information
- Go to the rendering shelf
- Hit the cow!



Using the tool

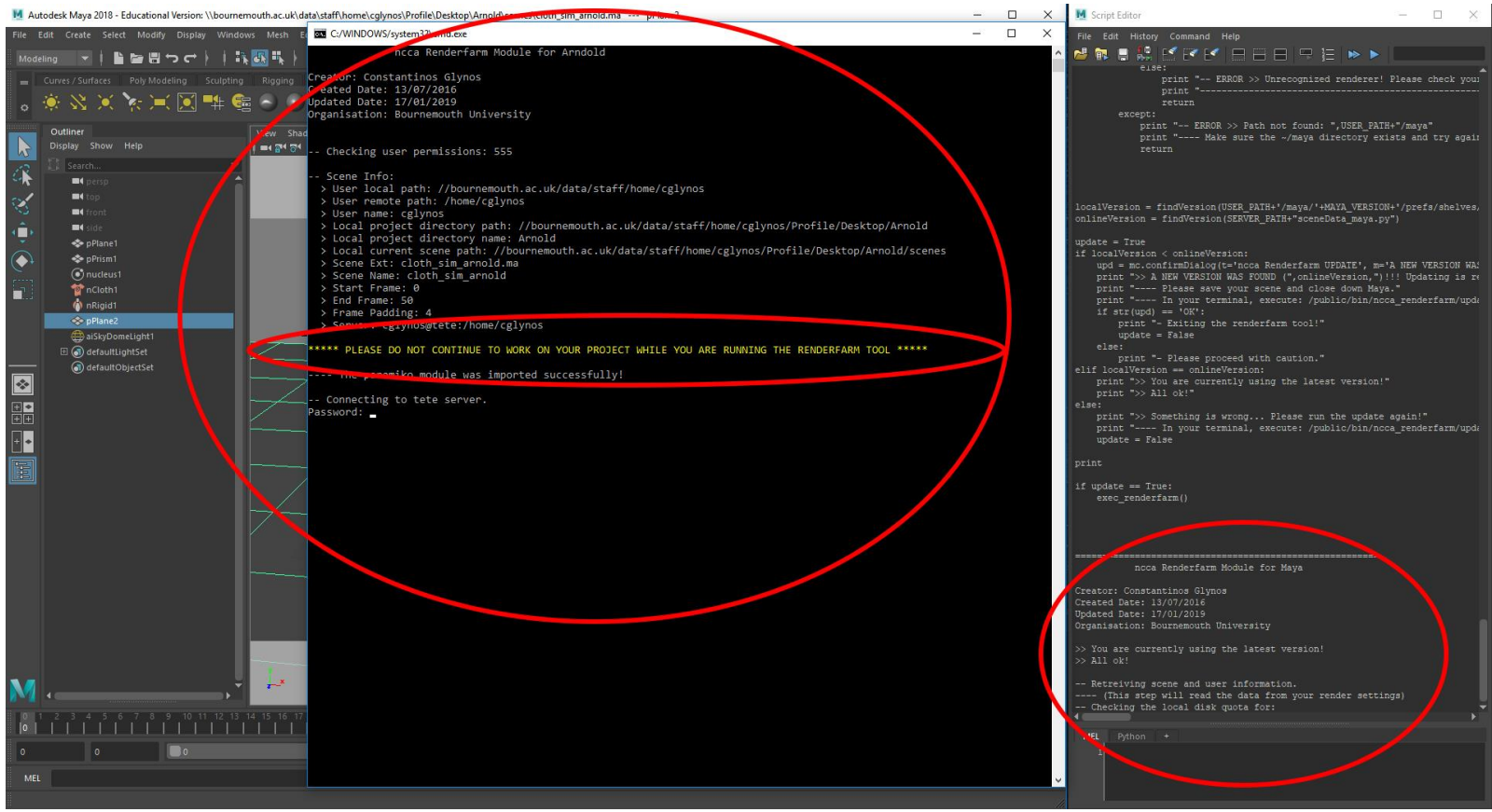
- Check your local disk space (quota), or skip if not needed.

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



Using the tool

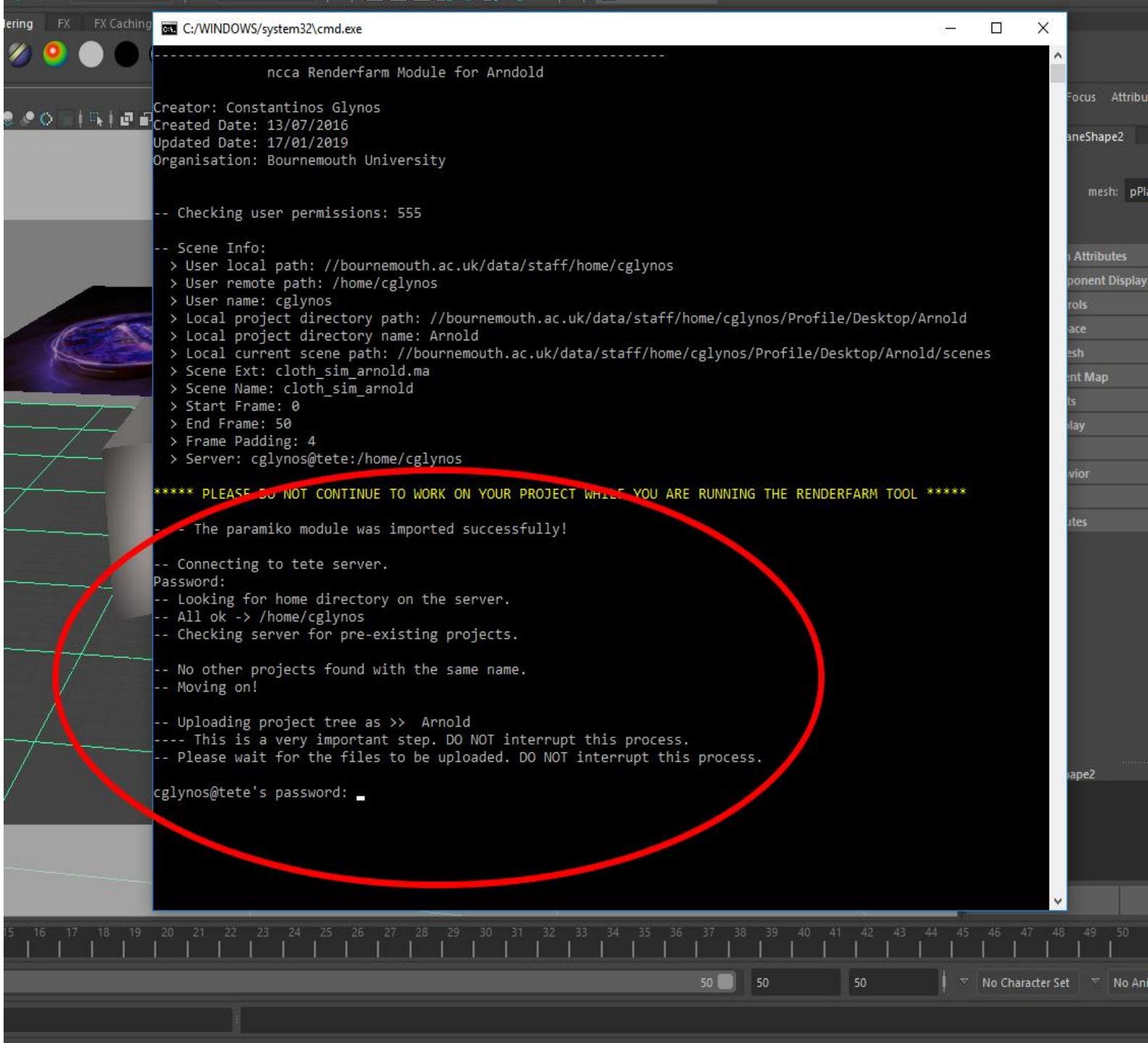
- A new cmd prompt will appear which links to the renderfarm.
- **[FIRST TIME]** The tool will search for the necessary libraries and install the missing ones. This might take a while.
- Check the data passed on to the renderfarm by reading the script editor and the cmd. If not correct, just close the 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

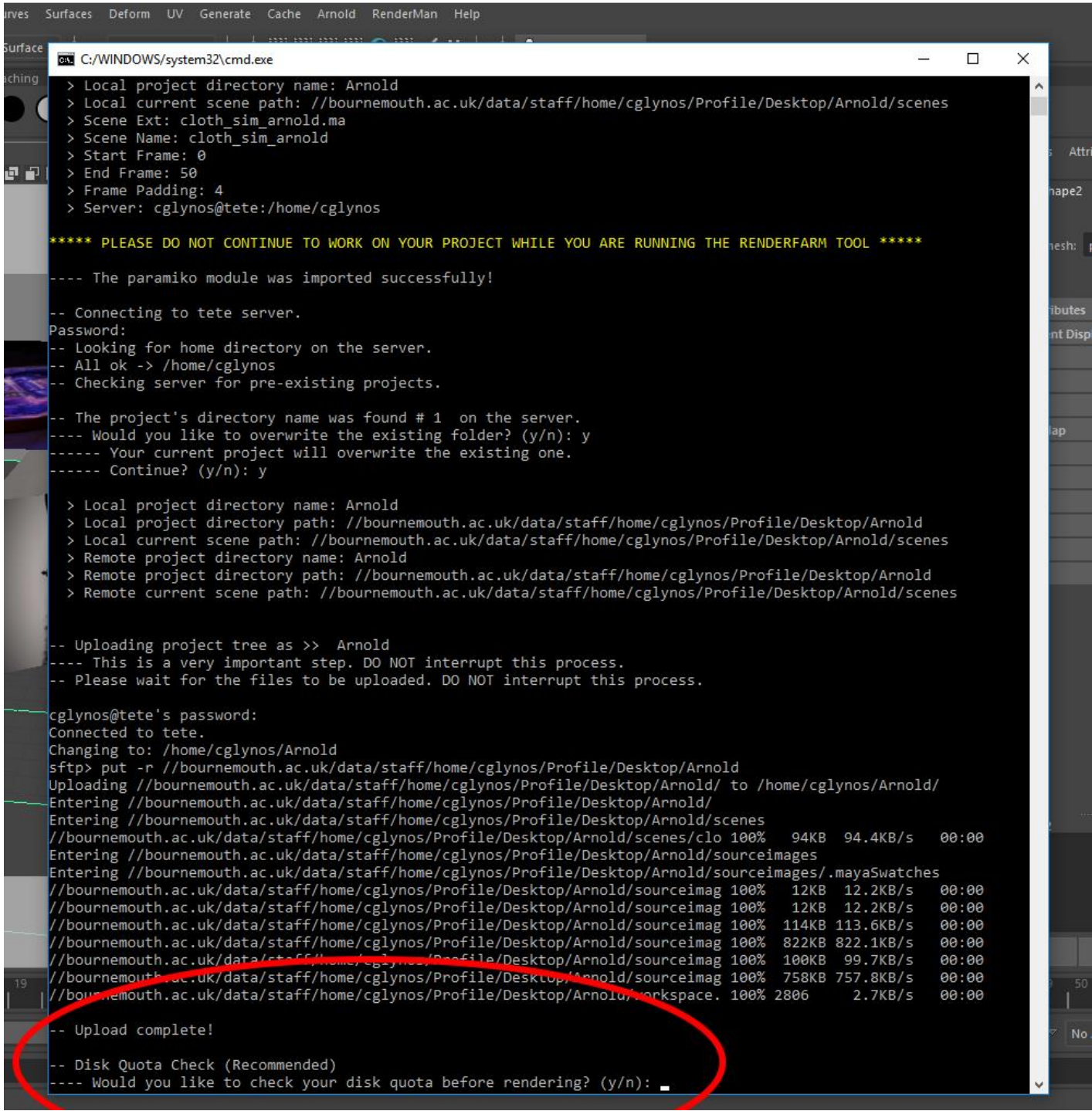
- The tool will check if you have any existing directories with the same name on the server and prompt for action (replace or rename).

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



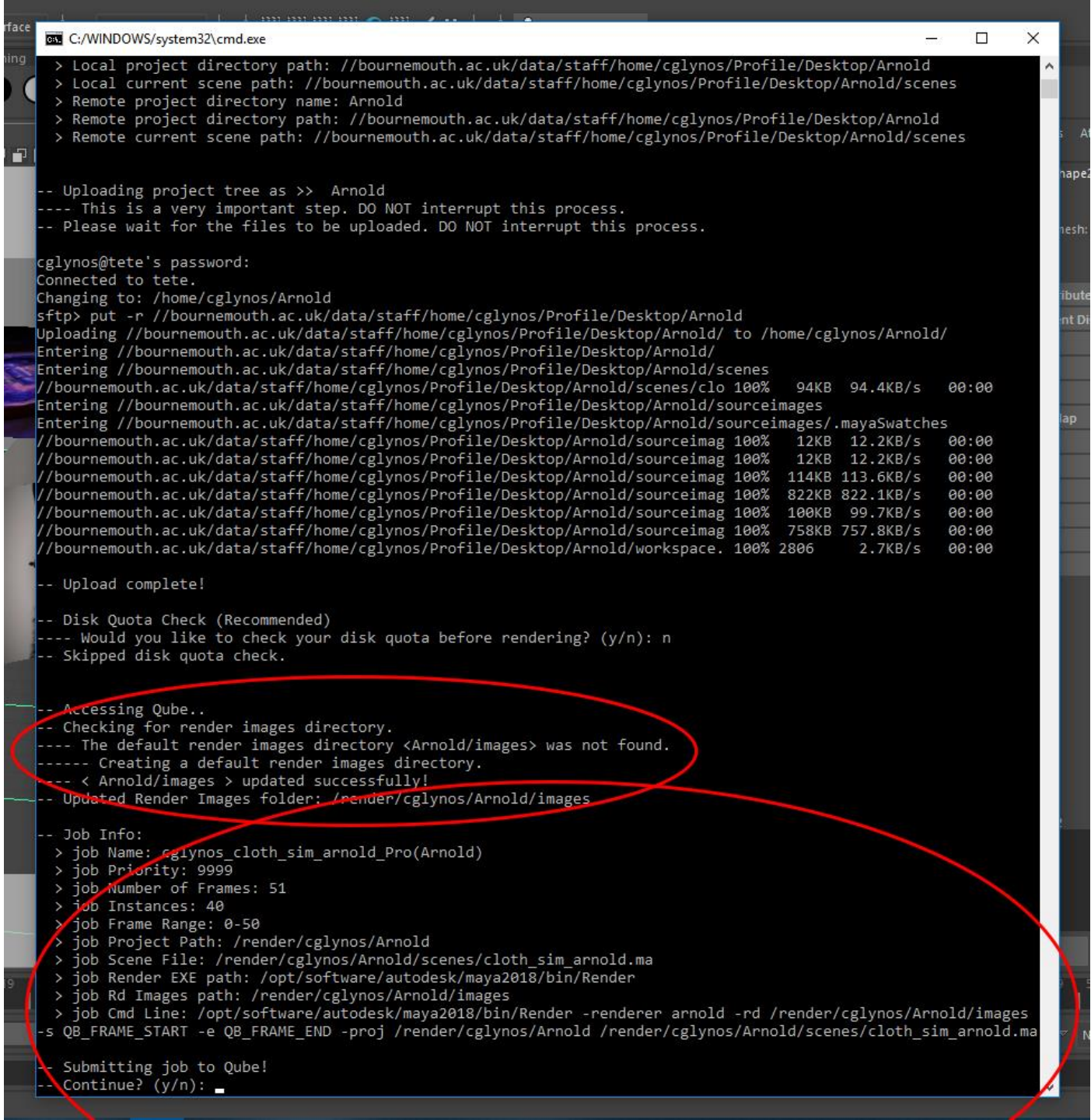
Using the tool

- 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.



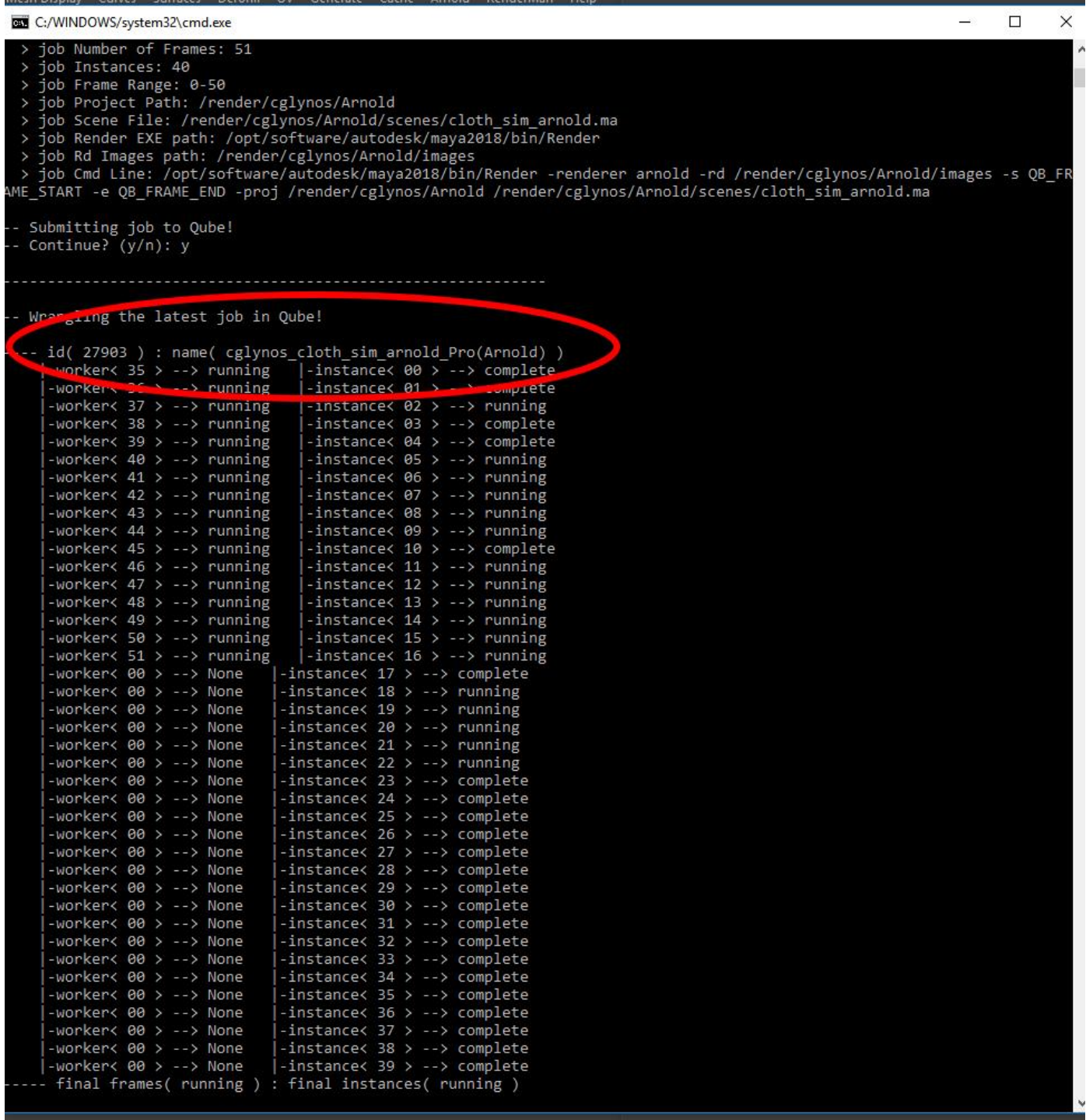
Using the tool

- 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.



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.