Qube Renderfarm Guide: Houdini

Scene setup

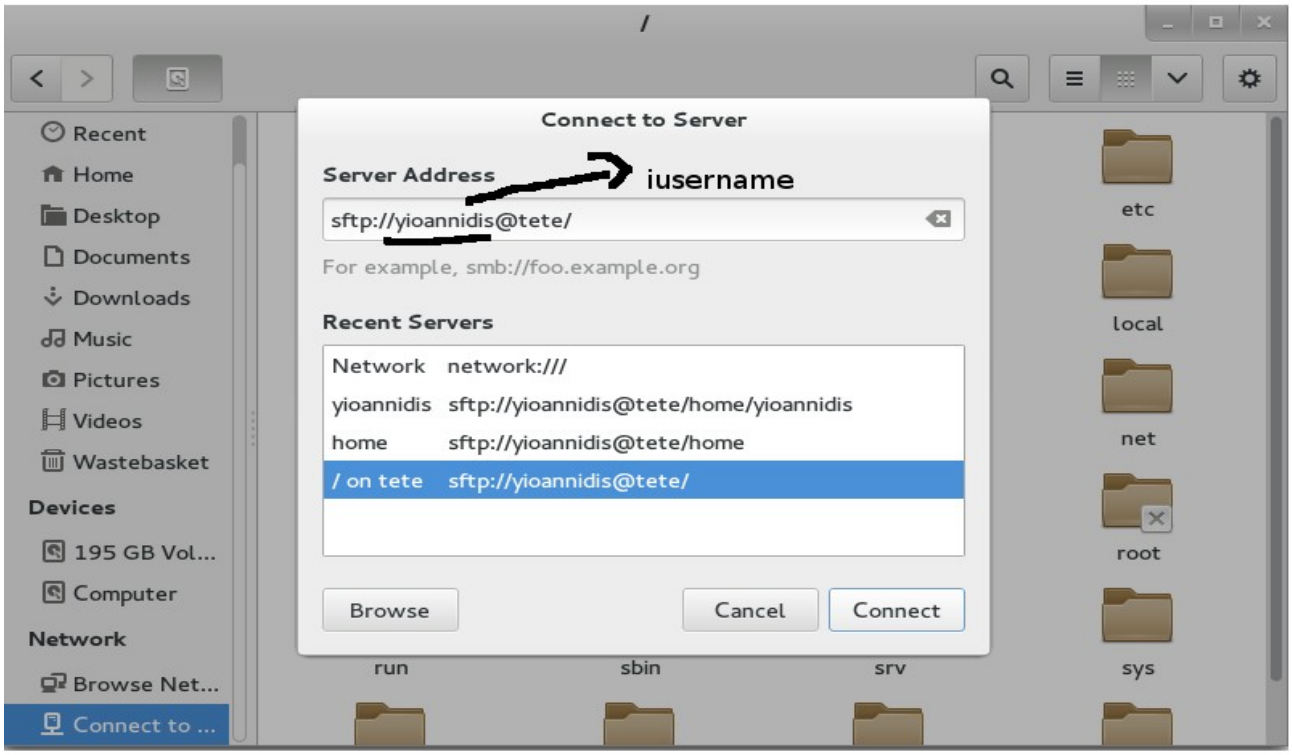
In order to prepare your scene for submission to the renderfarm, the following steps are suggested:

• 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://iusername@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–Houdini SimpleCmd–Houdini (hrender) Job**...

Suggested Qube Settings

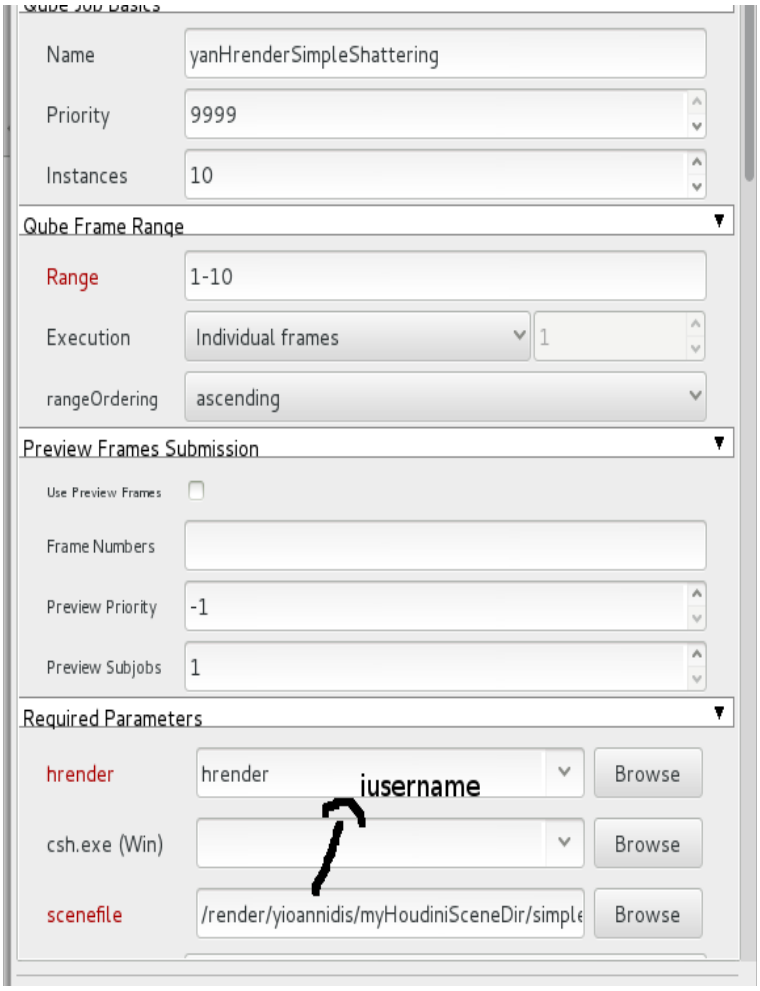
The following defaults are a good starting point for starting a Houdini job on the renderfarm.

Instances: Set number of frames to render in parallel (not more than 40)

Range: Specify frame range in the format start-end.

scenefile: Enter path to scene file to render i.e.

/render/iusername/myHoudiniSceneDir/simpleShattering.hipnc

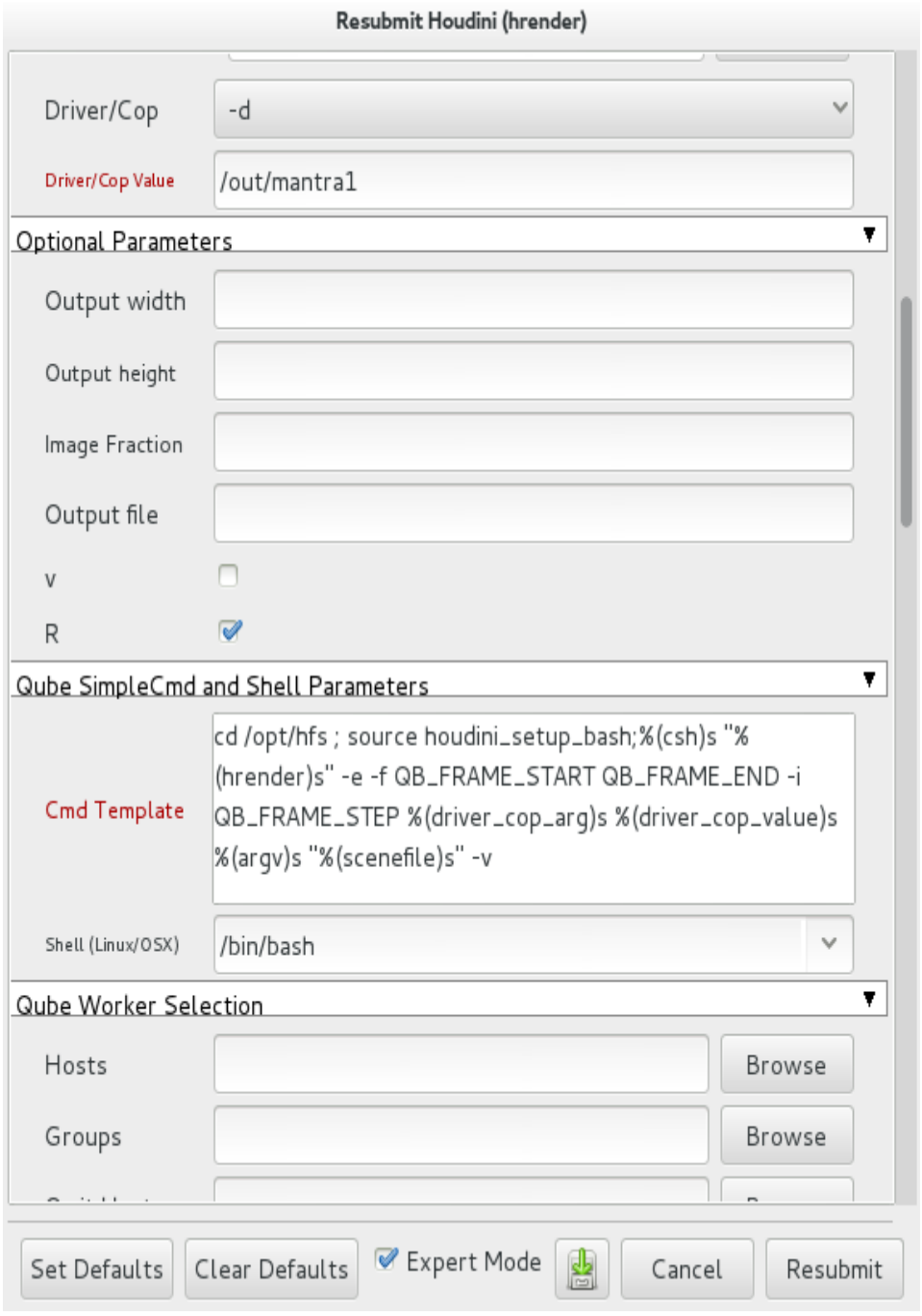


Driver/Cop: Select -d for rendering and -c compositing network output

Driver/Cop Value: Pick your output driver. I.e. /out/mantra1

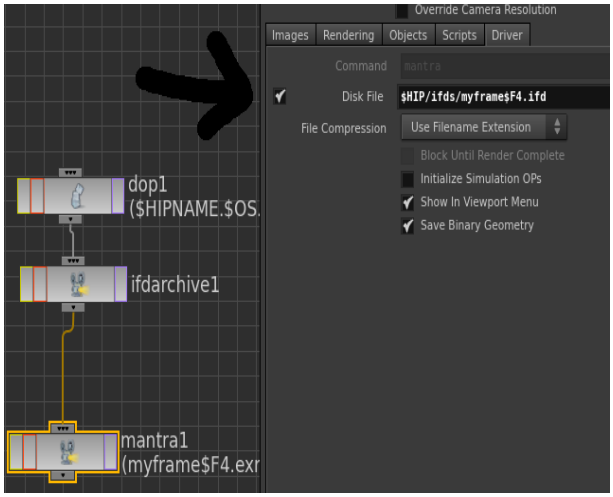
R: Make sure this setting is enabled in order to make sure that a non-graphics render license is used rather than a full Houdini license

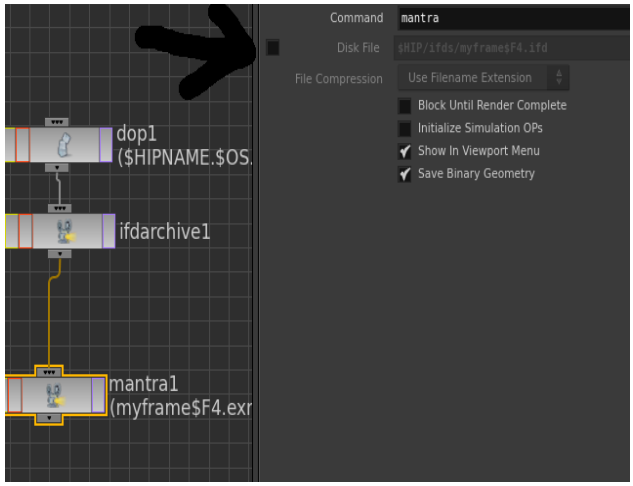
Cmd Template: Render command to be executed. This needs to include commands to initialize the HoudiniEnvironment. We recommend starting with the entire template shown here:
cd /opt/hfs ; source houdini_setup_bash;%(csh)s "%(hrender)s" -e -f QB_FRAME_START QB_FRAME_END -i QB_FRAME_STEP %(driver_cop_arg)s %(driver_cop_value)s %(argv)s "%(scenefile)s" -v

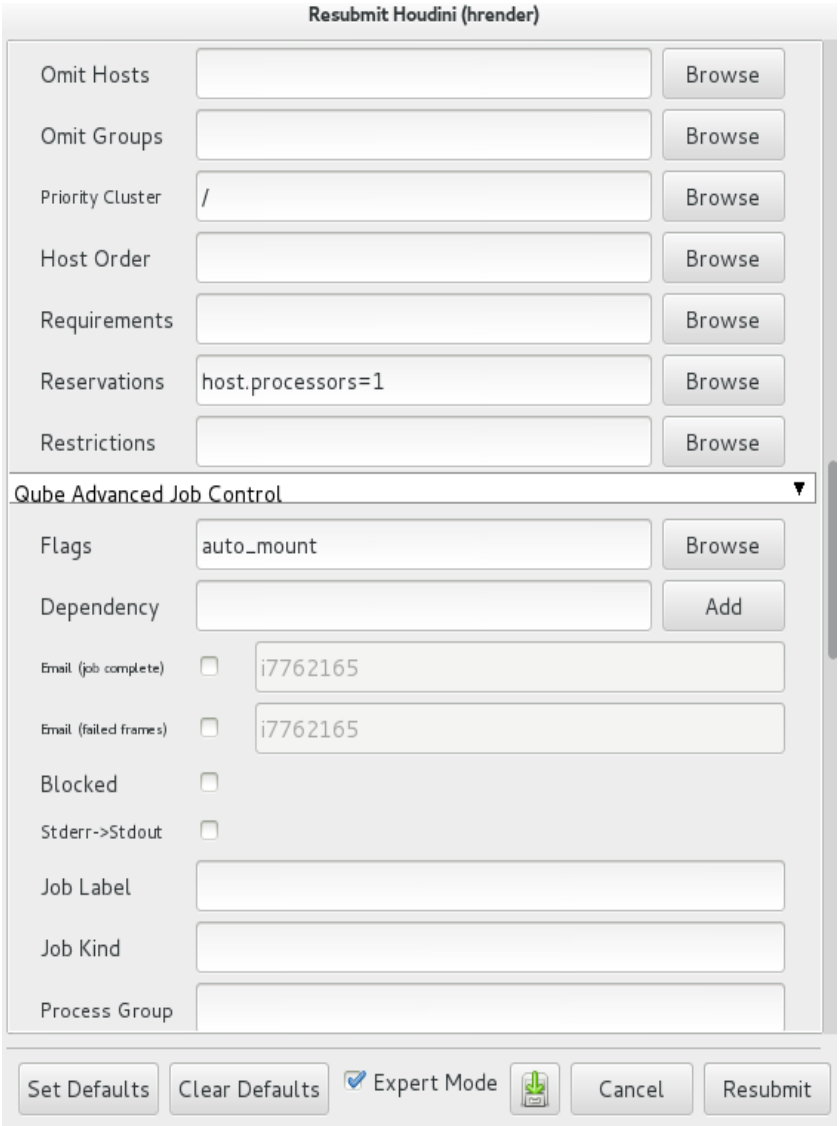


You can use the above command to either render your live scene directly or even generate **ifd** files for later use

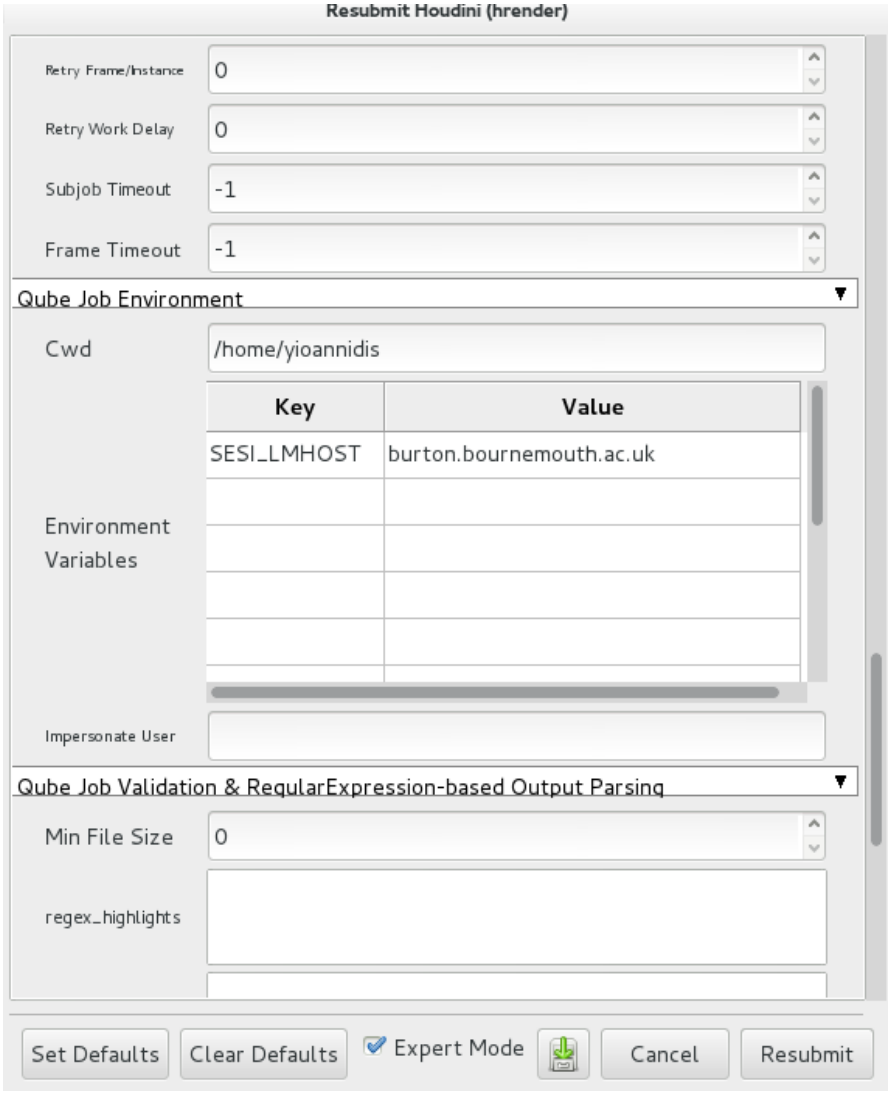
(Houdini 14 equivalent setup)

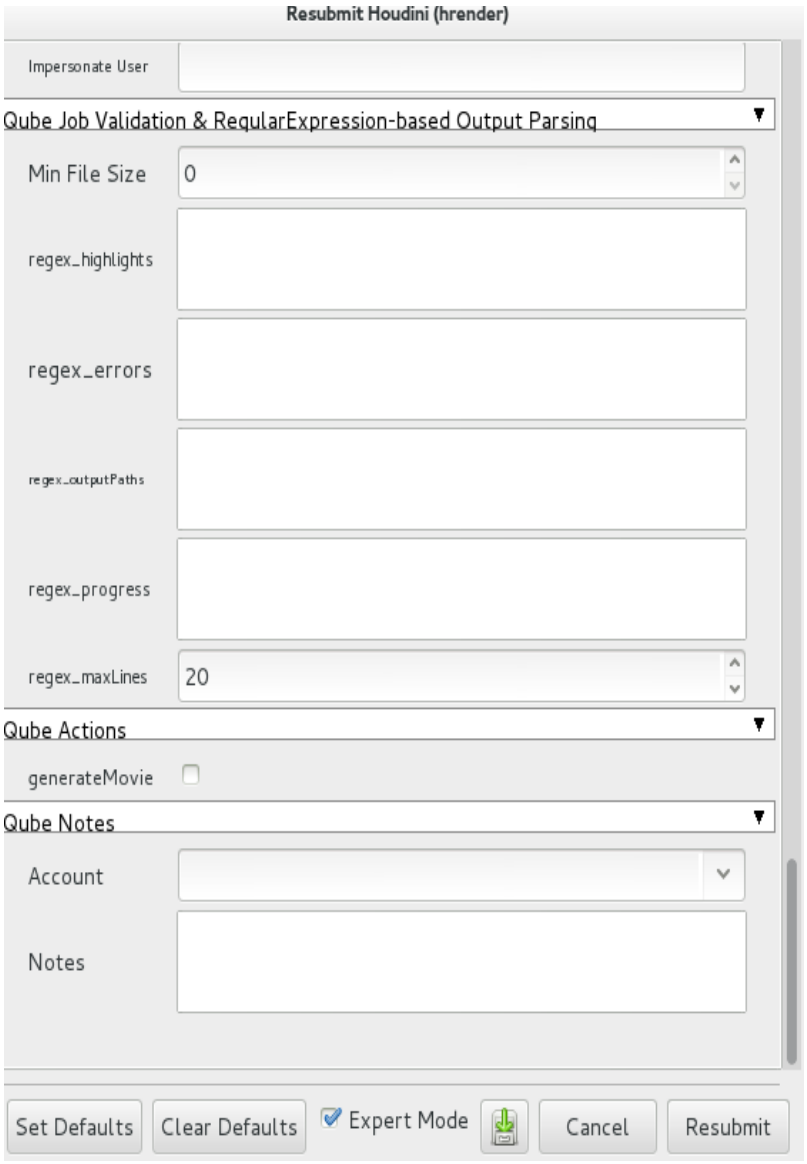






Environment Variables: Used to add environment variables.
Must have variable for license server set here




Resubmit Houdini (hrender)
Impersonate User
Qube Job Validation & RegularExpression-based Output Parsing
Min File Size
0
regex_highlights
regex_errors
regex_outputPaths
regex_progress
regex_maxLines
20
Qube Actions
generateMovie
Qube Notes
Account
Notes
Set Defaults
Clear Defaults
Expert Mode
Cancel
Resubmit