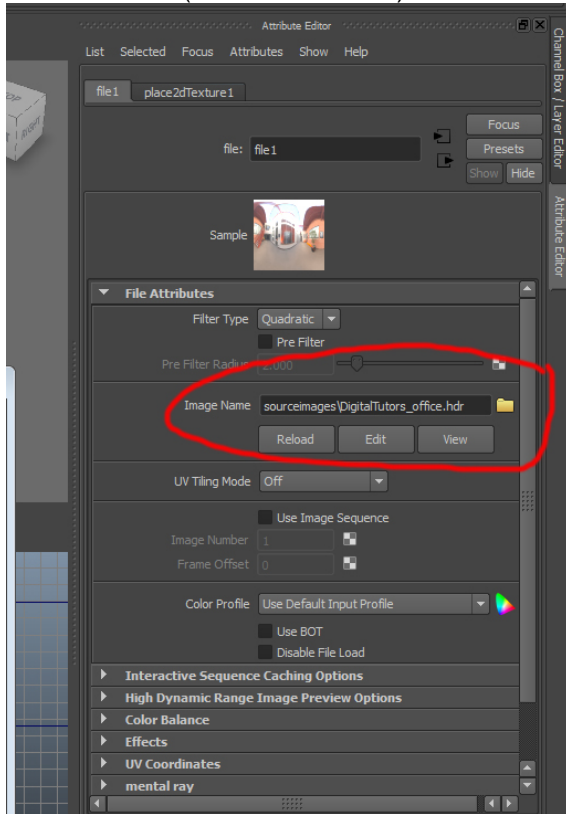


## Qube Renderfarm Guide: Linux > Maya > V-Ray Resubmit

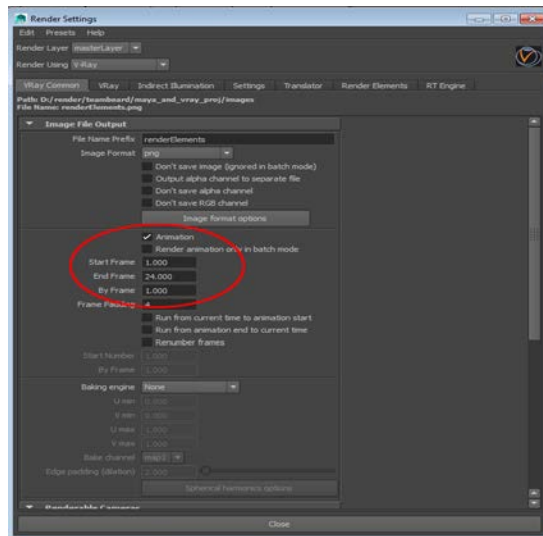
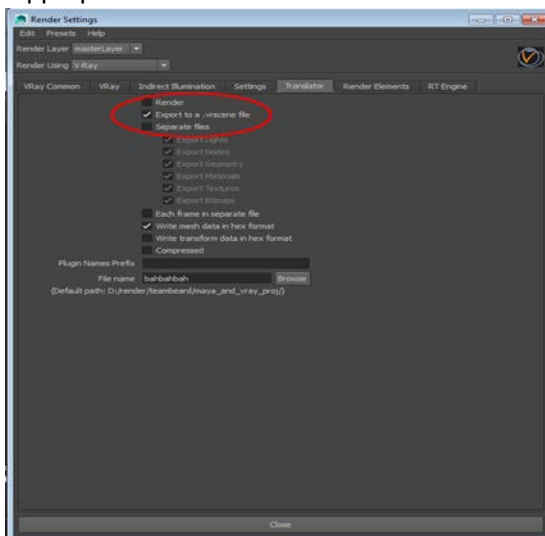
### Scene setup

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

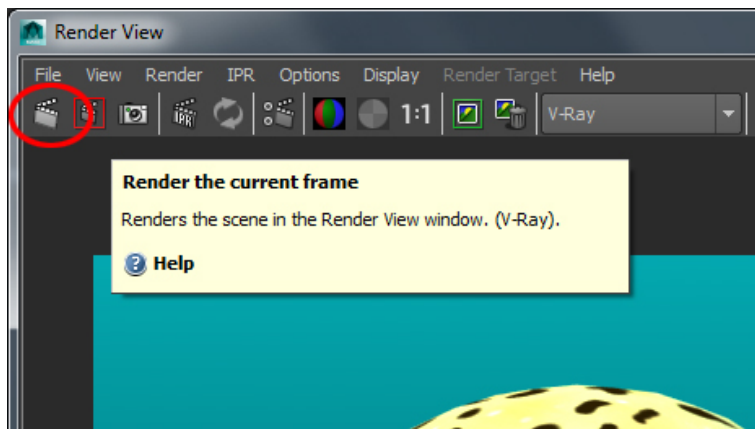
- Place Scene, and associated assets in Folders, within a single directory (Project Folder)
- Ensure assets (Texture Paths etc) are in **relative** paths to the Project (ex. SourceImages/test.hdr)



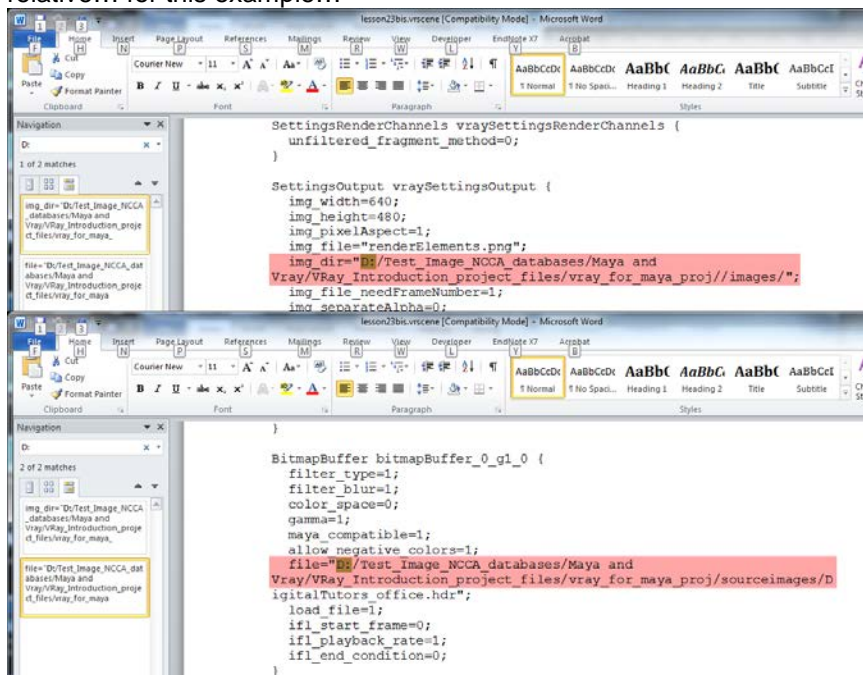
- Ensure you export to a .vrscene selected. If your scene has an animated sequence enable that also with the appropriate frames needed.



- 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 (gedit) to make sure your paths are relative... for this example...



- ⤴ Change ( `img_dir="/home/i7098.../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="/home/i7098.../Test_Image_NCCA_databases/Maya and Vray/VRay_Introduction_project_files/vray_for_maya_proj/sourceimages/DigitalTutors_office.hdr";` )  
To ( `file="/render/user/project/sourceimages/DigitalTutors_office.hdr";` ) nb user\*  
will be your team / name or id number, project will be the project folder.  
**\*(user/username = teamname)**

- ⤴ Save file.

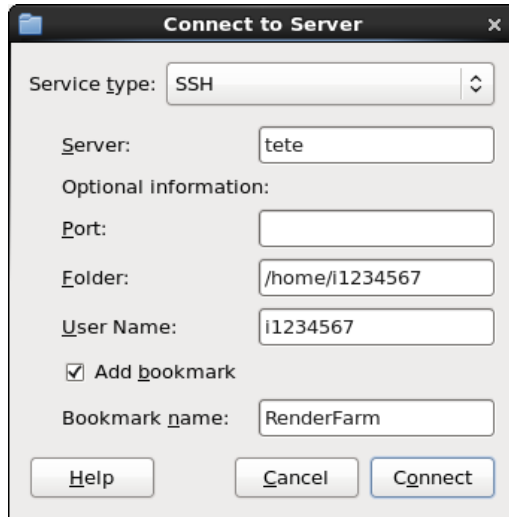
## Scene setup

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

- ✧ Place associated assets in Folders, within a single project directory (Project Folder)

### ✧ **Scene setup**

- ✧ In order to prepare your scene for submission to the renderfarm, the following steps are suggested:
- ✧ Copy the entire project 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

- ✧ The following settings should be used:

- ✧ **Service Type:** SSH

- ✧ **Server:** tete

- ✧ **Port:** 22 (Optional)

- ✧ **Folder:** /home/i1234567

- ✧ **User Name:** i1234567

- ✧ *(replacing i1234567 with your username.)*

- ✧ 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: goQube &



## Computer Animation | Maya-VRay - Renderfarm

After the Qube interface has opened.

- Find **Job: 2094** ( ex. **MA3D SUBMISSION cmdrange VRay** )
- > Right Click and choose **Resubmit...**

Qube! WranglerView 6.5-2 [Supervisor: tete (35 licenses)]

File View Submit Administration Help

Refresh Refresh Sel Incomplete Running Failed Killed Complete User: gdunn Job Filter

Requests in refresh queue: 0

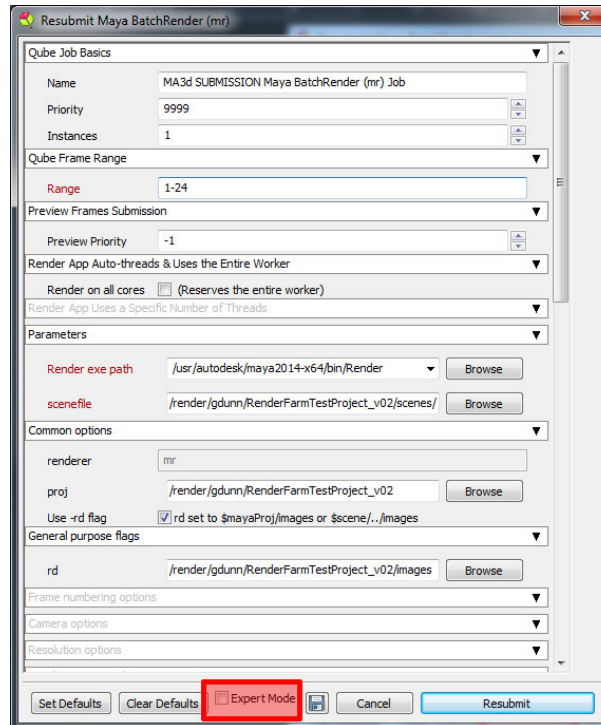
Jobs Running Instances Workers

Job counts: Displaying: 1,231 Retrieved: 1,231 Total in Qube: n/a

Id	State	% Done	Name	User	Priority	Instances	Frames
2094	complete	100% (24/24)	MA3D SUBMISSION cmdrange VRay	gdunn	0000	0/12	1/14
2093	complete	100% (24/24)	cmdrange VRay Test	gdunn			
2092	complete	100% (1/1)	cmdline Vray test	cglynos			
2086	complete	100% (1/1)	MA3d SUBMISSION Maya BatchRender (mr) Job	gdunn			
2084	complete	100% (48/48)	Maya BatchRender (mr) Job	gdunn			
2082	killed	4% (2/48)	Maya BatchRender (mr) Job	gdunn			
2076	complete	100% (661/661)	Animation_explo_CAR_ONLY	i7762165			
2075	complete	100% (661/661)	Animation_explod	i7762165			
2074	complete	100% (100/100)	MediaDummygeo	i7266338			
2073	complete	100% (125/125)	MediaTurnTable	i7266338			
2072	complete	100% (1/1)	KineDummy	i7647687			
2071	complete	100% (6/6)	KineDummy	i7647687			
2067	failed	95% (183/192)	KineDummy	i7647687			
2062	failed	0% (0/1)	MainPasses	i7266338			
2061	complete	100% (700/700)	MainPasses	i7266338			
2060	complete	100% (200/200)	CLAY3	i7762165			
2059	complete	100% (75/75)	CLAY3	i7762165			
2058	complete	100% (76/76)	CLAY3	i7762165			
2057	killed	70% (421/601)	CLAY	i7762165			
2056	failed	0% (0/24)	cmdrange Job	rockpaperfil			
2055	failed	0% (0/25)	cmdline Job	rockpaperfil			
2054	failed	0% (0/25)	cmdline Job	rockpaperfil			
2053	failed	0% (0/50)	cmdrange Job	rockpaperfil			
2051	complete	100% (3/3)	Textured2	i7762165			
2050	complete	100% (1/1)	Textured2	i7762165			

Frames/Work Instances

Id	Host	Status	% Done	Started	Elapsed	01:30:01 PM	0:20:20	0
0	tete02	complete		01:29:00 PM	0:01:01			



✧ Enable **Expert Mode**.

## ✧ Suggested Settings

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 **"40"** 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/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-Ray/Standalone_for_linux_x64/bin/linux_x64/gcc-4.6/vray.bin -sceneFile=/render/user*/project/scenes/Vray-file.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*`



## Computer Animation | Maya-VRay - Renderfarm

Resubmit cmdrange

Qube Job Basics

Namecmdrange Job

Priority9999

Instances16

Qube Frame Range

Range1-24

ExecutionIndividual frames1

rangeOrderingascending

Preview Frames Submission

Use Preview Frames

Frame Numbers

Preview Priority-1

Preview Subjobs1

Parameters

CommandLD\_LIBRARY\_PATH=/opt/software/chaosgroup/V-Ray/Standalone\_for\_linux\_x64/lib/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 Padding0

Qube Worker Selection

HostsBrowse

GroupsBrowse

Omit HostsBrowse

Omit GroupsBrowse

Priority Cluster/Browse

Host Order+host.processors.availBrowse

RequirementsBrowse

Reservationshost.processors=1+Browse

RestrictionsBrowse

Qube Advanced Job Control

Flagsauto\_mountBrowse

DependencyAdd

Email (job complete)tteng

Email (failed frames)tteng

Blocked

Stderr->Stdout

Job Label

Job Kind

Process Group

Retry Frame/Instance0

Retry Work Delay0

Retry Work Delay0

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 Size0

regex\_highlights

regex\_errors

regex\_outputPaths

regex\_progress

regex\_maxLines20

Qube Actions

generateMovie

Qube Notes

Account

Notes

Set Defaults

Clear Defaults

Expert Mode

Cancel

Resubmit