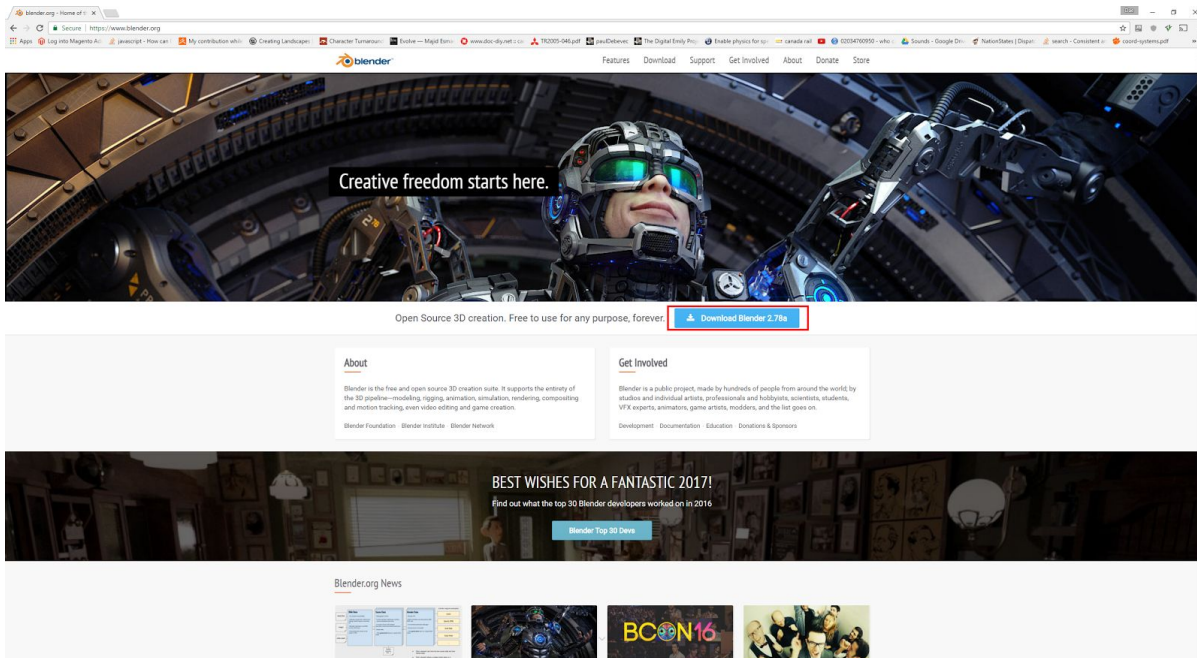
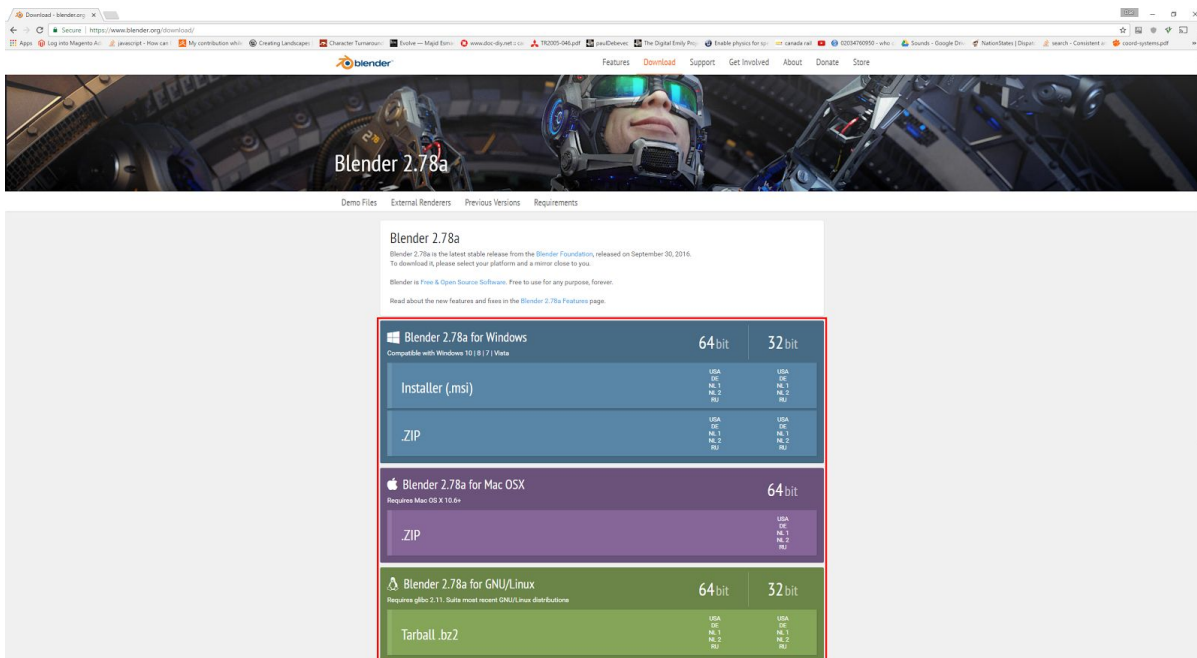


1. Download blender

Navigate to <http://www.blender.org> and click the button highlighted in the screenshot below. This will take you to the download page for blender 2.78a (the most recent version of blender)

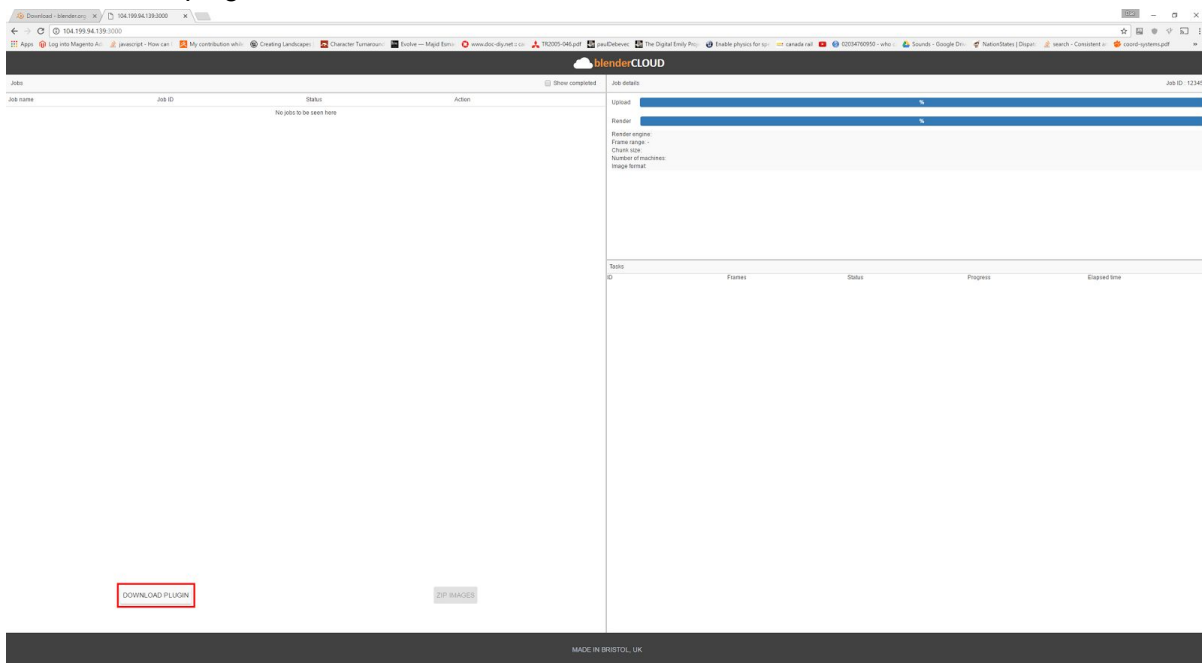


Select your required download. Once downloaded run the file and install blender, or download the binary version in “.ZIP” file which requires no installation.



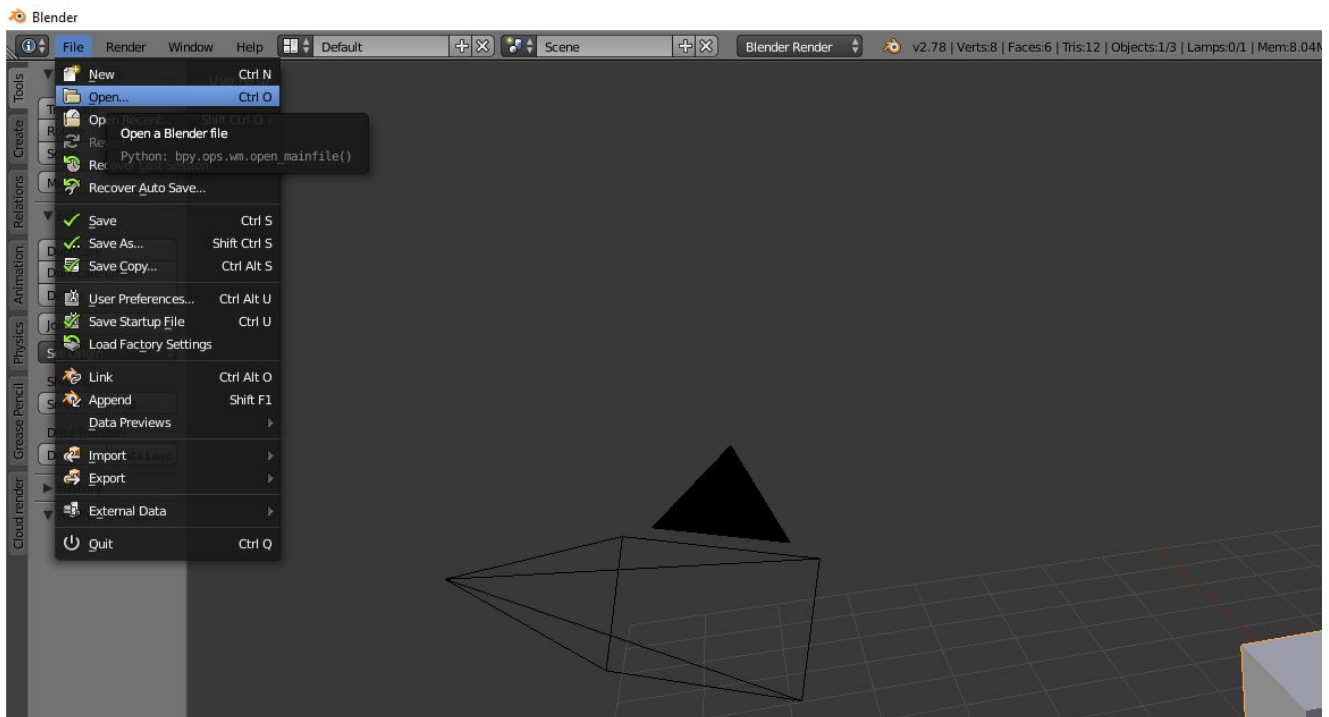
2. Download the blenderCloud plugin

Navigate to <http://104.199.94.139:3000/> and click the button highlighted in the screenshot below to download the plugin

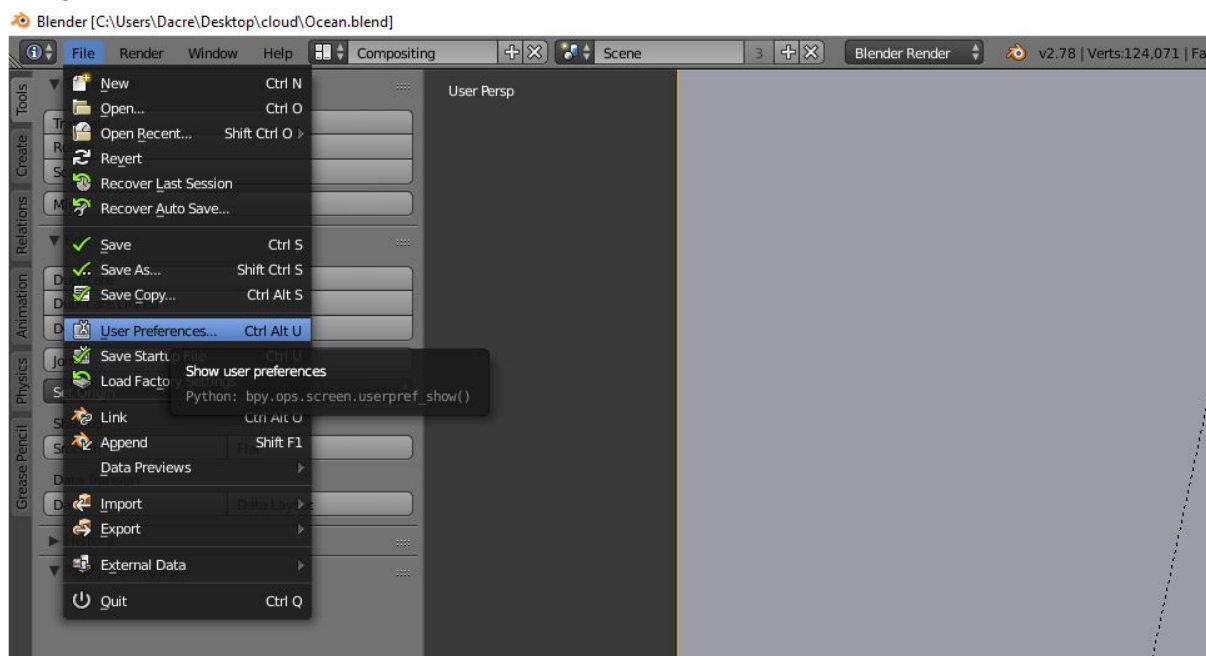


3. Open blender and install the plugin

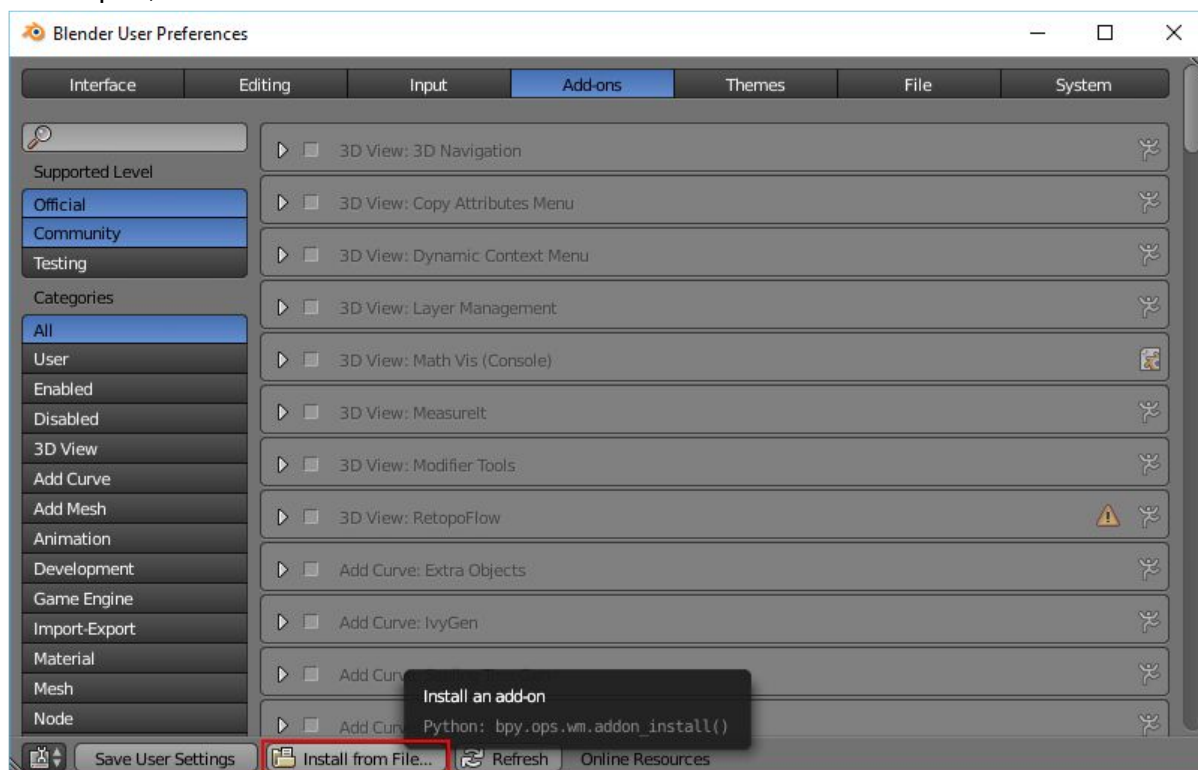
Open blender and open the ocean.blend file provided in safe by going to file->Open and then navigating to the desired file



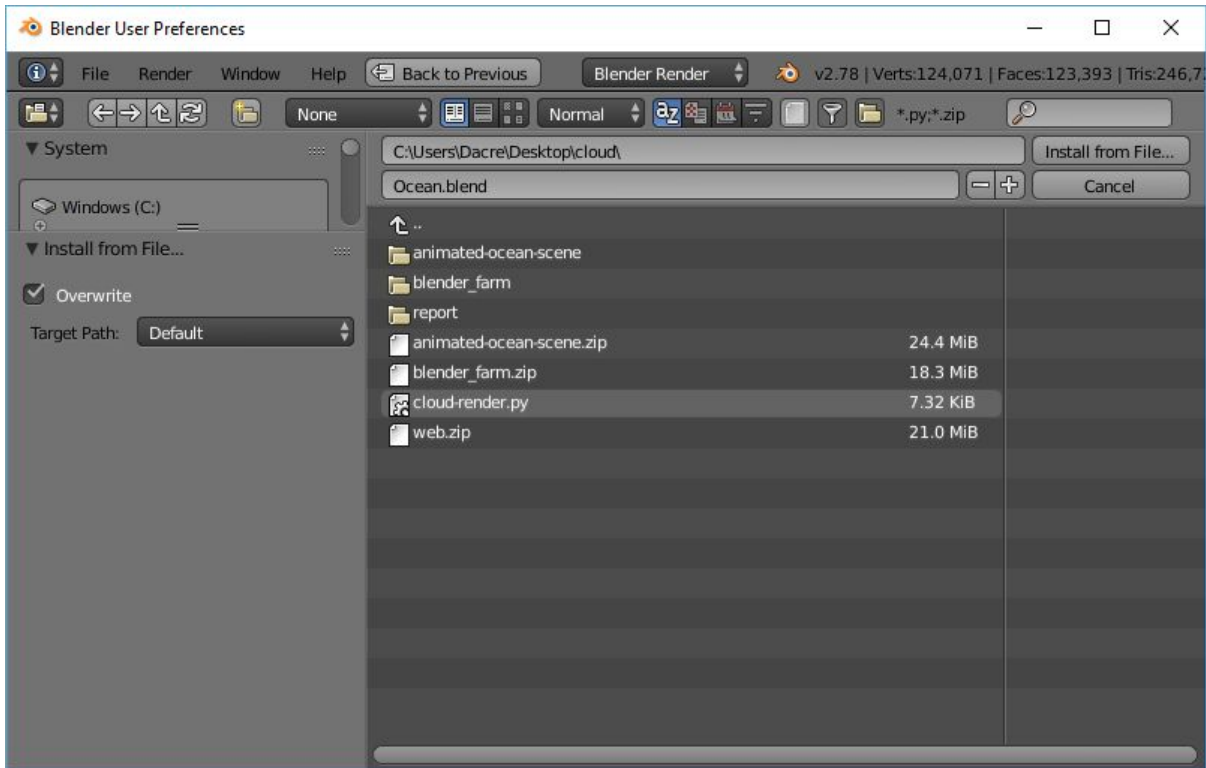
navigate to the user preferences under file->User Preferences



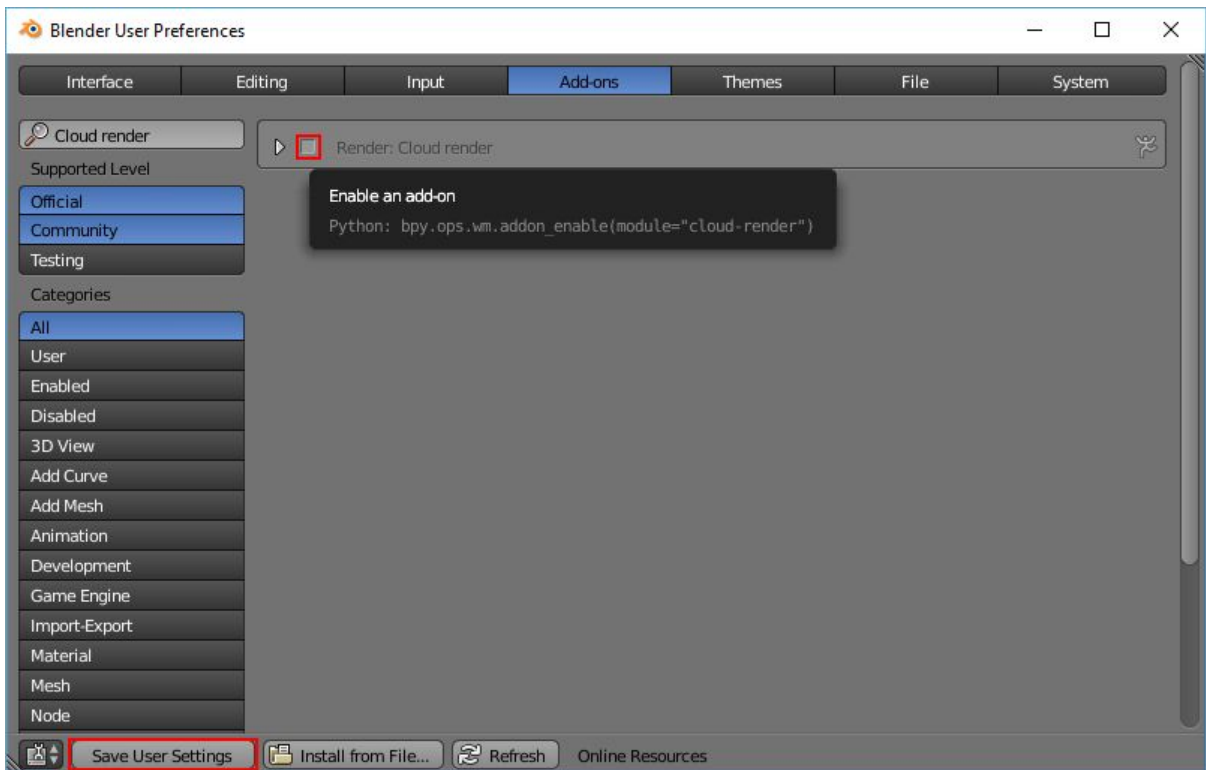
Once open, click the install from file button



Navigate to the cloud_render.py file downloaded in step 2 and open the file. This will install the blender plugin



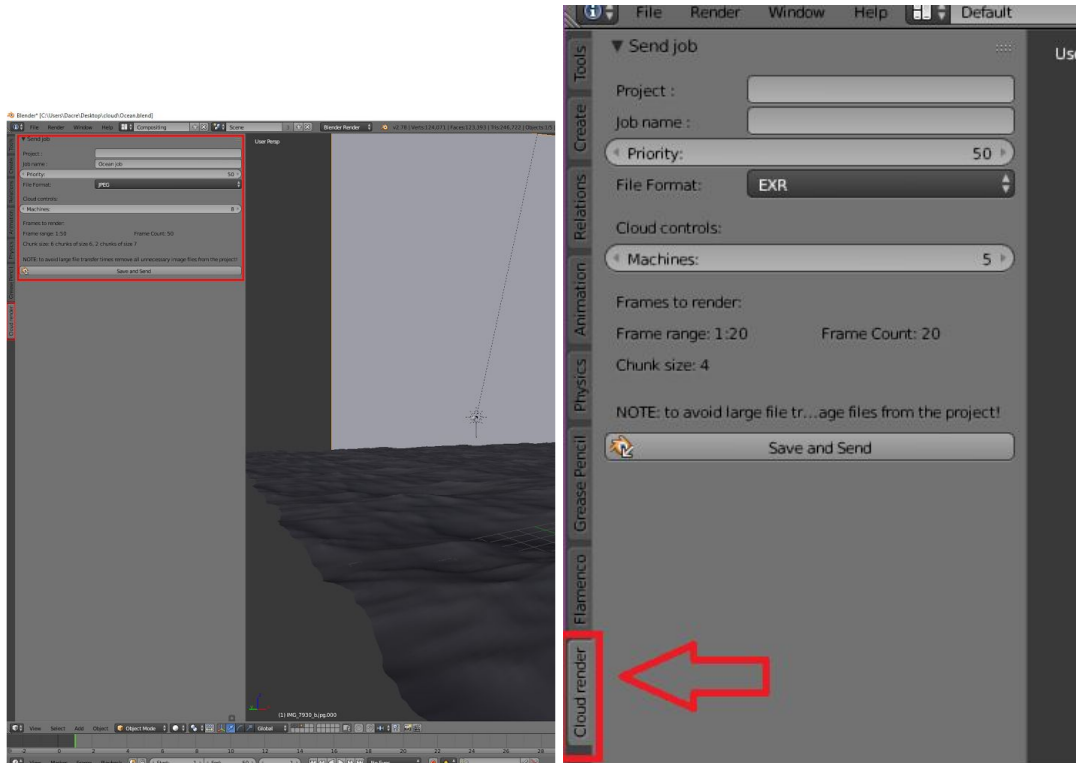
Enable the addon by clicking the checkbox next to the plugin name before clicking 'Save user Settings' and closing the user preferences



4. Use the blenderCloud plugin to submit a job

Once the plugin is installed, the area marked below should appear. Where the user can choose the number of machines for the job (limited to 8 due to free tier), name the job and choose the file format for the output images. All other information for the render is accessed directly from within blender's render settings.

Click 'save and send' when ready to submit a job to the cloud



5. Monitor job on the web interface

On submission of a new job, a new entry should appear in the list on the left hand side of the web interface. This is where a list of all jobs is stored. There is also functionality here to kill the job if desired. Checking 'show completed' shows previous jobs that have been run on the system.

On the top right there is a section that tells the user the overall progress of the upload and render and displays the render settings

Bottom right gives a breakdown of the tasks that make up the job

The screenshot shows the BlenderCloud web interface. At the top, there's a navigation bar with the BlenderCloud logo. Below it, a table lists jobs. The 'Ocean job' is highlighted, showing its ID as 50 and status as 'IN PROGRESS'. To the right, a 'Job details' panel for job ID 12345 shows progress bars for 'Upload' (100%) and 'Render' (47%). Below these, render settings are listed: 'Render engine: BLENDER_RENDER', 'Frame range: 1 - 50', 'Chain size: 5', 'Number of machines: 8', and 'Image format: JPEG'. A 'Tasks' table at the bottom shows a list of frames and their status.

ID	Frames	Status	Progress	Elapsed time
18_132_0.2	DISTRIBUTING	RUNNING	43 %	01:24
18_132_0.7	DISTRIBUTING	RUNNING	60 %	00:35
18_132_0.4	DISTRIBUTING	RUNNING	60 %	00:33
18_132_0.18	DISTRIBUTING	RUNNING	40 %	00:35
18_132_0.6	DISTRIBUTING	RUNNING	33 %	00:30
18_132_0.9	DISTRIBUTING	RUNNING	60 %	00:35
18_132_0.5	DISTRIBUTING	RUNNING	20 %	00:33
18_132_0.8	DISTRIBUTING	RUNNING	40 %	00:33

On completion of the job, the 'zip images' button, highlighted below, will become active. Click this to zip all the images from the render.

This screenshot shows the same BlenderCloud interface but with the 'Ocean job' status changed to 'Complete'. The 'Job details' panel now shows 'Upload' and 'Render' progress bars both at 100%. The 'Tasks' table at the bottom shows that all frames are now 'STOPPING' or 'RUNNING' at 100% progress. The 'ZIP IMAGES' button at the bottom right is now highlighted with a red box, indicating it is active.

ID	Frames	Status	Progress	Elapsed time
18_132_0.2	DISTRIBUTING	RUNNING	100 %	01:51
18_132_0.7	DISTRIBUTING	STOPPING	100 %	00:45
18_132_0.4	DISTRIBUTING	STOPPING	100 %	00:48
18_132_0.18	DISTRIBUTING	STOPPING	100 %	00:46
18_132_0.6	DISTRIBUTING	STOPPING	100 %	00:51
18_132_0.9	DISTRIBUTING	STOPPING	100 %	00:48
18_132_0.5	DISTRIBUTING	STOPPING	100 %	01:00
18_132_0.8	DISTRIBUTING	RUNNING	100 %	00:54

Once the files are zipped (depending on the size of the job this can take a few minutes). A ‘download images’ button appears, highlighted below. This can be clicked to download the zip file generated in the previous step

Download - BlenderCloud

104.199.94.139:3000

Log into BlenderCloud

Log out

My contribution

Creating Landscapes

Character Turnaround

Take a Model Scan

www.blendercloud.com

102055-940.pdf

psdBlenderCloud

The Digital Emily Project

Enable physics for top

canada rail

03054700950 - who

Sound - Google Drive

NationStates | Dignity

Search - Consistent

cloud-systems.pdf

BlenderCLOUD

Job ID: 12345

Jobs

Show completed

Job details

Job name	Job ID	Status	Action
Avatar job	50	Complete	no actions
Orion job	50	Complete	no actions

Upload

Render

Render engine: BLENDER_RENDER

Frame range: 1 - 1

Chart size: 8

Number of machines: 8

Image format: JPEG

ID	Frames	Status	Progress	Elapsed time
18.132.0.2	DISTRIBUTING	RUNNING	100 %	01:51
18.132.0.7	DISTRIBUTING	STOPPING	100 %	01:45
18.132.0.4	DISTRIBUTING	STOPPING	100 %	01:48
18.132.0.19	DISTRIBUTING	STOPPING	100 %	01:48
18.132.0.6	DISTRIBUTING	RUNNING	100 %	01:51
18.132.0.9	DISTRIBUTING	STOPPING	100 %	01:48
18.132.0.5	DISTRIBUTING	RUNNING	100 %	01:50
18.132.0.8	DISTRIBUTING	RUNNING	100 %	01:54

DOWNLOAD PLUGIN

DOWNLOAD IMAGES

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