1. **Tell me about your self ?**My name is Vaibhav Vitthal Gadhave. I am from Bhosari, Pune. I have completed my graduation from the University of Pune. I have around 5 years of experience as a Linux System Administrator. Currently, I was working with Streamland Media Ghost VFX where my responsibilities include installing, troubleshooting, and maintaining software such as Nuke, Maya, Silhouette. These tools are essential for the VFX industry, and ensuring their optimal performance is a key part of my job. Additionally, I manage hardware and networking tasks. My responsibilities also include system patching and provide necessary access to users based on their requirements.

Regarding my family background, there are four members in my family: myself, my father, mother, and wife.

That's all about me.

1. **What type of issues did you faced in Ghostvfx ?**  
   I would like to give two examples for this. One for Nuke and other for Maya

Nuke:  
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Nuke crashing with 'Assertion Failed' error message  
The crash originally seemed to have been introduced by a compatibility issue between Nuke and a specific build of Windows  
1. resolve this issue by installing the latest Windows updates.  
2. Launch Nuke with the frame server disabled :   
 "C:\Program Files\Nuke15.1v1\Nuke15.1.exe" --disable-nuke-frameserver  
/usr/local/Nuke15.1v1/Nuke15.1 --disable-nuke-frameserver

3. Try disabling the system firewall and issue will be resolved

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Nuke 11+ crashes on launch or has GUI problems without OpenGL 2.0 GPU driver support. These issues happen starting with Nuke 11, but are not present in any previous Nuke releases (Nuke 10.5v8 and below).  
Cause: 1. old GPU drivers  
2. Having a GPU running an OpenGL version previous to the required 2.0 framework

By default, Nuke 11 and later require a GPU in order to run all GUI processes correctly and cannot use the CPU as was the case prior   
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Maya:

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Crash auto-loading all Substance plug-ins in Maya 2024 caused by substancelink plug-in   
Workaround: If you experience a crash while auto-loading the Substance plug-ins, try disabling Auto load for the substancelink plug-in.

If you still experience crashes, try removing the following folder, then restart Maya:

Windows: C:\Users\<username>\AppData\Roaming\substancelinkopentcp

macOS: /private/tmp/substancelinkopentcp/

Linux: /var/tmp/substancelinkopentcp  
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Rokoko plug-in will not be found by Maya if Maya is not installed to the default location

The Rokoko plug-in will not be found by Maya if you install Maya anywhere other than at its default location.

Workaround: Replace the default path in the rokoko.mod file with the path to your Rokoko installation directory.

You can find your rokoko.mod file here:

C:\Program Files\Common Files\Autodesk Shared\Modules\Maya (Windows)

/usr/autodesk/modules (Linux)

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Deadline (Optional if interview is on VFX company)

1. What is deadline worker ?

Purpose: The component responsible for rendering jobs.

Function: The Deadline Worker is installed on each machine that participates in the render farm. It receives tasks (render jobs) from the Deadline server and executes them using available resources like CPU or GPU.

Use Case: Workers are the core of the render farm, performing the actual rendering or computational tasks.

2. What is deadline client? How does wranger checks the jobs ?

Deadline Client refers to the collection of components that interact with the Deadline system. It includes:

Deadline Monitor (for monitoring and managing jobs/nodes),

Deadline Worker (for executing jobs),

Deadline Submitter (for submitting jobs).

So, Deadline Monitor is one part of the Deadline Client suite that specifically handles monitoring and managing tasks. The Wrangler uses this tool to monitor jobs and workers, check status, and assign tasks if needed.

3.what is deadline submitter

Deadline Submitter:

Purpose: Used to submit jobs to the Deadline render farm.

Function: A submitter is an interface or plugin (usually inside software like Maya, Houdini, or other creative tools) that allows users to send rendering jobs to Deadline. The submitter gathers job parameters and sends the job details to the Deadline system for processing.

Use Case: Artists use it to easily submit render jobs from within their preferred 3D or 2D application to the farm.

4. which tool in deadline does wranger uses to assign the tasks to worker nodes and change the priority of job.

: In Deadline (the render management software by Thinkbox), the Wrangler View is the tool used to assign tasks to worker nodes and manage priorities. Specifically, it allows you to:

Assign tasks: You can allocate specific tasks to worker nodes (render machines) manually or adjust the assignment based on pool and group settings.

Change job priority: The Wrangler View enables you to modify the priority of a job, which determines how soon it gets picked up by worker nodes in the queue.

You can adjust these settings using the Monitor application of Deadline, where you can open the Wrangler View to perform these administrative functions.

1. **Salary discussion**

Thank you so much for extending this offer to me. I am very excited about the opportunity. However, before I accept, I would like to discuss the proposed salary with you.

As mentioned earlier, I have approximately 5 years of experience, and in my last role, I successfully delivered my efforts to my organisation. I am confident that I can achieve similar results for your company.

Based on my experience and expertise, I am seeking an annual salary in the range of 8.5 to 9.0. However, I am open to discussing the overall package in line with company policy.