DEADLINE GUIDELINES

- Always make sure that all machine in your pool have the necessary render engine and plugins installed (most 3D render engine are installed on a user base)

- Please specify the department (Comp, CG, FX)

- Always give the job a relevant name (like shot number)

- Always set you're your year as Primary Pool and the other year as Secondary Pool

- If personal project set comment as "personal"

- Use deadline intelligently, if you are testing something don't do the full frame range. Use a start/mid/end system, you can render specific frame by separating the using commas (1001,1050,1100)

- Please avoid unnecessary long renders (anything over 1h per frame will be removed)

- If a standard CG renders takes more than 20 minutes per frame there's probably something wrong and it's likely optimizable.

DEADLINE PRIORITIES

PRECOMPS AND SMART VECTORS	61-70
COMP RENDERS	51-60
CG FINAL RENDERS	40-50
CG TEST FRAMES	55
HOUDINI TEMP RENDERS	30-40
HOUDINI FINAL RENDERS	40-50
PERSONAL PROJECTS	10-20

SENDING NUKE RENDERS

- Make sure that all files needed for the comp are accessible on the network

- Set up Nuke's Write node as desired

- Note that only image sequences will benefit from deadline rendering

- Your project needs to be saved at least once

- Select the Write node/nodes to render

- Navigate to Thinkbox>Submit Nuke to Deadline in your Nuke menu.

The job name will pick up the script name

Specify your year as Primary Pool and the other year as Secondary Pool

Specify Priority following the Priorities Guidelines

Select your render ranges

Tick "Submit Write Nodes As Separate Jobs"

Tick "Selected Nodes Only"

SENDING MAYA RENDERS

- Make sure that all files and texture that Maya needs are accessible on the network

- Set up Maya's render settings as desired

- Specify camera to render the Maya render settings

- Save your project

- Navigate to the Submit>3D>Maya in Deadline Monitor
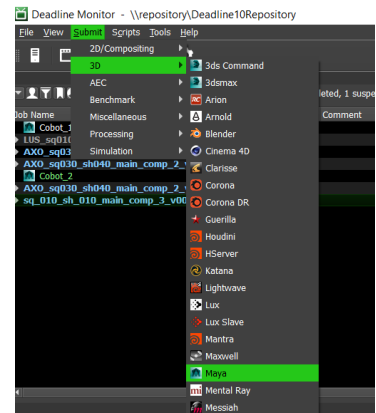
Submit Maya Job To Deadline

Job Options | Advanced Options | Renderer Options

Job Description

Job Name	AXO_sh010
Comment	leg animation
Department	CG

Specify Job Name (normally use shot name)

Job Options

Pool	dfx2
Secondary Pool	dfx1
Group	none
Priority	50
Task Timeout	0 — Enable Auto Task Timeout
Concurrent Tasks	1 — ✓ Limit Tasks To Slave's Task Limit
Machine Limit	0 — Machine List Is A Blacklist
Machine List	
Limits	
Dependencies	
On Job Complete	Nothing — Submit Job As Suspended

Specify your year as Primary Pool and the other year as Secondary Pool

Specify Priority following the Priorities Guidelines

Maya Options

Project Directory	Z:\MoCo_2019\vfx\data\3D\maya\Layout
Maya File	oCo_2019\vfx\data\3D\maya\Layout\scenes\moco_layout.0032.ma
Output Folder	\MoCo_2019\vfx\data\3D\maya\Layout\images\Moco_20190620_2
Frame List	1225-1756 — ✓ Submit Maya Scene File
Frames Per Task	1 — Renderer	Redshift
Version	2018 — Build To Force	None

Select the Prj directory (like the set prj in Maya)

Choose the file to render

Point to the folder where renders should go

Specify frame range (it overrides the one chosen in Maya)

Choose your Renderer (Arnold or Resdhift)

Submit | Close

Job Options | Advanced Options | Renderer Options

Advanced Maya Options

Threads	0 — Enable Local Rendering
Frame Number Offset	0 — ✓ Strict Error Checking
Use MayaBatch Plugin	Ignore Error Code 211 — Skip Existing Frames
Startup Script	
Override Resolution	0 — 0
Scale Resolution	100.00 — File Uses Legacy Render Layers

Tick if rendering with Arnold

Untick if rendering with Redshift

SENDING HOUDINI RENDERS

- MAKE SURE THAT YOUR SIMULATION IS CHACHED

- Make sure that every machine in the pool has the desired render engine installed

- Make sure that the submission script is installed on your machine

- Set up render node to use the desired camera and the target file path as usual

- Your project needs to be saved at least once

- Navigate to Render>Submit to Deadline

The job name will pick up the script name

Specify your year as Primary Pool and the other as secondary

Specify Priority following the Priorities Guidelines

Select the render node to submit in the contextual menu – in alternative you can select the node before opening the submission dialog and set the choose dialog to "selected"