

## **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**

<b>PRECOMPS AND SMART VECTORS</b>	61-70
<b>COMP RENDERS</b>	51-60
<b>CG FINAL RENDERS</b>	40-50
<b>CG TEST FRAMES</b>	55
<b>HOUDINI TEMP RENDERS</b>	30-40
<b>HOUDINI FINAL RENDERS</b>	40-50
<b>PERSONAL PROJECTS</b>	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.

Submit To Deadline

Job Options

Job Name: AXO\_sq030\_sh040\_main\_comp\_2\_v013.nk

Comment:

Department: comp

Pool: dfx2

Secondary Pool: dfx1

Group: none

Priority: 55

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: Browse

Limits: Browse

Dependencies: Browse

On Job Complete: Nothing

Submit Job As Suspended

Frame List: Global

1001-1123

Frames Per Task: 10

Render With NukeX

Use Batch Mode

Render Threads: 0

GPU Override: 0

Use Specific GPU Override

Use The GPU For Rendering

Render Mode: Use Scene Settings

Maximum RAM Usage: 0

Enforce Write Node Render Order

Minimum Stack Size: 0

Continue On Error

Submit Nuke Script File With Job

Use Performance Profiler

Reload Plugin Between Tasks

XML Directory:

Choose Views To Render

Submit Write Nodes As Separate Jobs

Use Node's Frame List

Set Dependencies Based on Write Node Render Order

Submit Write Nodes As Separate Tasks For The Same Job

Selected Nodes Only

Nodes With 'Read File' Enabled Only

Render Precomp Nodes First

Only Render Precomp Nodes

Only Render Smart Vector Nodes

Only Simulate Eddy Nodes

Pipeline Tools

OK Cancel

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

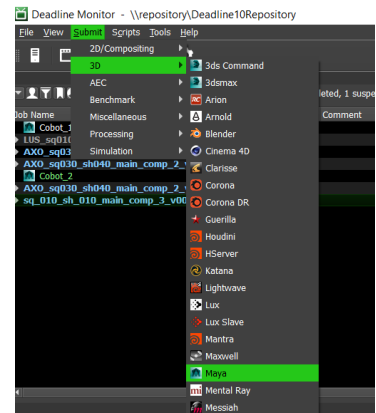
Select your render ranges

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

**Job Options**

Pool: dfx2  
 Secondary Pool: dfx1  
 Group: none  
 Priority: 50  
 Task Timeout: 0  
 Concurrent Tasks: 1  
 Machine Limit: 0  
 Machine List:   
 Limits:   
 Dependencies:   
 On Job Complete: Nothing  
 Submit Job As Suspended: ☐

**Maya Options**

Project Directory: Z:\MoCo\_2019\vf\3D\maya\Layout  
 Maya File: oCo\_2019\vf\3D\maya\Layout\scenes\moco\_layout.0032.ma  
 Output Folder: \MoCo\_2019\vf\3D\maya\Layout\images\Moco\_20190620\_2  
 Frame List: 1225-1756  
 Frames Per Task: 1  
 Version: 2018  
 Renderer: Redshift  
 Build To Force: None

Submit Close

Specify Job Name (normally use shot name)

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

Specify Priority following the Priorities Guidelines

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 Redshift)

**Advanced Maya Options**

Threads: 0  
 Frame Number Offset: 0  
☒ Use MayaBatch Plugin  
☐ Ignore Error Code 211  
☐ Skip Existing Frames  
 Startup Script:   
☐ Override Resolution: 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

Submit Houdini To Deadline

**General Options**

**Job Description**

Job Name: nks\_test\_v002.hipnc

Comment:

Department: FX

**Job Options**

Pool: dfx2 Secondary Pool: dfx1

Group: none

Priority: 40

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

**Render Options**

ROP To Render: Choose /out/mantra1

☐ Override Frames: 1-48

Frames Per Task: 1 ☐ Ignore Inputs

Build To Force: 64bit ☐ Submit Houdini Scene

☒ Ignore Bypassed Nodes ☒ Automatically Create Dependencies

☐ Submit Wedges as Separate Jobs

GPU Affinity Overrides

Pipeline Tools Submit Close

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"