Test Instructions

# Render Data Generation

Launch maya with **Seq040\_Shot150\_Lgt\_v001.mb**. Make sure **post\_render\_process\_logs.py** is in the maya scripts folder. **Typically this is C:\Users\{user name}\Documents\maya\scripts**

# Load Testing

Run **C:\Users\Patrick\PycharmProjects\PyAniLib\pyani\render\log\data\_generator.py** with the desired settings – set in the python script at the top under CONFIGURATION VARIABLES

It will create a **sequence.json** in the **C:/Pyanitools/app\_data/shared** directory and sequences will be created with stat data from the stat\_data.json file located here:

**C:\Users\Patrick\PycharmProjects\PyAniTools\PyRenderDataViewer\venv\test\_data**

# Verify Render Data Processing / Computations

Test data should be place in: **Z:\LongGong\sequences\Seq4000\lighting\render\_data**

CopyShot150, Shot160, and Shot170from **C:\Users\Patrick\PycharmProjects\PyAniTools\PyRenderDataViewer\venv\test\_data** to **CGT under \LongGong\sequences\lighting\render\_data\**

Copy the **sequence.json** in **C:\Users\Patrick\PycharmProjects\PyAniTools\PyRenderDataViewer\venv\test\_data** to C:/Pyanitools/app\_data/shared

## CPU Utilization

Render Data is shown below as a percentage:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Render Layer | Shot150 | | Shot160 | | Shot170 | |
| Char\_Qian | Total 70.0 | | --- | | --- | |
| Frame 1001 60.0 | Frame 1002 80.0 |
| env | Total 50.0 | | Total 90.0 | | --- | |
| Frame 1001 50.0 | Frame 1002 50.0 | Frame 1001 90.0 | Frame 1002 90.0 |
| random\_layer | --- | | --- | | Total 95.0 | |
| Frame 1001 100.0 | Frame 1002 90.0 |

### Averages[[1]](#footnote-1)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| All Render Layers Per Shot | 60.0 | | 90.0 | | 95.0 | |
| All Render Layers Per Frame | 1001 55.0 | 1002  65.0 | 1001 90.0 | 1002  90.0 | 1001 100.0 | 1002  90.0 |
| Average For Sequence: 81.67 | | | | | | |

## Frame Time

Render Data is shown below in minutes:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Render Layer | Shot150 | | Shot160 | Shot170 |
| Char\_Qian | 8 | | --- | --- |
| driver init | 1 | | --- | --- |
| node init | 2 | | --- | --- |
| rendering | 5 | | --- | --- |
| env | Average min / frame12  driver init: 3 node init: 1.5 rendering: 7.5 | | 8 | --- |
| Frame 1001 8 | Frame 1002 16 |
| driver init | 1 | 2 | 1 | --- |
| node init | 2 | 4 | 2 | --- |
| rendering | 5 | 10 | 5 | --- |
| random\_layer | --- | | --- | 13 |
| driver init | --- | | --- | 2 |
| node init | --- | | --- | 1 |
| rendering | --- | | --- | 10 |

### Totals

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Total Minutes All Render Layers Per Frame | 1001 16 | 1002  24 | 1001 8 | 1002  8 | 1001 13 | 1002  13 |
| driver init | 2 | 3 | 1 | 1 | 2 | 2 |
| node init | 4 | 6 | 2 | 2 | 1 | 1 |
| rendering | 10 | 15 | 5 | 5 | 10 | 10 |

### Averages

|  |  |  |  |
| --- | --- | --- | --- |
| Total Minutes All Render Layers Per Shot | 20 | 8 | 13 |
| driver init | 2.5 | 1 | 2 |
| node init | 5 | 2 | 1 |
| rendering | 12.5 | 5 | 10 |
| Total Minutes per Render Layer in a Shot[[2]](#footnote-2) (Not shown in viewer) | 10 | 8 | 13 |
| driver init | 1.25 | 1 | 2 |
| node init | 2.5 | 2 | 1 |
| rendering | 6.25 | 5 | 10 |
| Average For Sequence: 10.33  Driver init: 1.83  Node init: 1.42  Rendering: 7.08 | | | |

1. Percentage for all render layers per frame is an average, doesn’t make sense to combine them like time or memory for a total. 145% isn’t helpful. Other stats like time for all render layers is a sum. [↑](#footnote-ref-1)
2. Total minutes all render layers / # render layers [↑](#footnote-ref-2)