

Renderfarm Usage guide

The renderfarm runs 'Tractor' the services is using a system-wide render-account that has read/write access to network folders such as 'Activities' and 'Free4all'.

It does not have access to your personal drives!

To render all files needs to be accessible through UNC-paths like \\sdefs1\dfs\Activities\150DM2001\renderfolder\

Windows drive letters like R: are not guaranteed to work!

**read the RMSWorkspace.ini section

On Mac your location will be /Volumes/sdefs1/...

So you need to setup drivemapping in you RMSWorkspace.ini file!
(on windows this can be used to make R: a valid path)

When setting up jobs for the renderfarm you need to make sure all files are located on such a resource. (ie. not on your local machine/desktop or personal drive)

Tractor management is located on <http://tractor-engine/> (just use 'root' to log in)

You can also use the farm from home if you log in by vpn (<http://vpn.sde.dk/>)

Step by step:

Create a renderfolder (or use an existing one) on your activities folder

ex.: \\sdefs1\dfs\Activities\150DM2001\renderfolder

For easy access, create a shortcut to it on your desktop or where it is convenient
(personally I have a 'remote' folder on my desktop with shortcuts to network resources)

Open Maya, set your project to that folder File->set project

Then generate the project folder-tree using the projectwindow File->projectwindow.

Copy your project files to the folders: scenefiles, textures etc.

Open the project from that folder, now you need to check that all external files are accessible. So go through textures etc. make sure they reference the files relative to the project path.

One trick is to put all textures in the 'sourceimages' folder

If your are using caching, you should run your cache now.

Save your file.

*! For safety close Maya and then open the file you just saved!
(this is related to, a 'bug' that otherwise causes Tractor to think you are using the old path)*

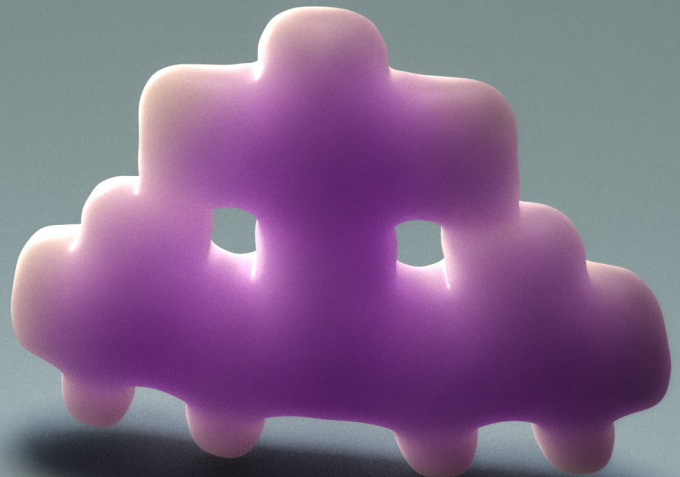
In the Renderman->batch render # (option) window, turn on 'Spool' to 'Tractor'

Style: remote rib, remote render (or immediate rib,remote render)

Environment key: 'rms-19.0-maya-2015 prman-19.0'

click - 'batch render'.

Your job should appear in the tractor-engine list.



****Setting up RMSWorkspace.ini :**

RMSWorkspace.ini is located in the 'etc' subfolder of your RendermanStudio installation.

Windows: C:\Program Files\Pixar\RenderManStudio-19.0-maya2015\etc\RMSWorkspace.ini

Mac: /Applications/Pixar/RenderManStudio-19.0-maya2015/etc/RMSWorkspace.ini

Find the line with 'SetPref WSDirMaps'

Windows:

```
SetPref WSDirMaps { {R:/ //sdefs1/dfs/ UNC} }
```

Mac:

```
SetPref WSDirMaps { {/Volumes/dfs/ //sdefs1/dfs/ UNC} }
```

****Rendering non-Prman jobs (like Mentalray) on the Tractor farm:**

You need to setup the 'tractorSpoolForMaya.py' script

You can get it from kurgan.

