



## Setup Maya Mental Ray Batch to use the Render Farm:

Mental Ray Batch for Maya provides full distributed network rendering for full animation jobs in Maya. This is a full offline render queue, sending the job across the network to render on the farm, and freeing the local computer to continue working or log off.

To setup access from a SARC workstation or your laptop computer, you need only have Maya and the BackBurner utility installed. (Backburner is installed when you install Maya if you check the checkbox to include it when installing). Once you have it installed, you can use it directly from within Maya.

Please note that this method of rendering is best suited to large animation sequences rather than single images like Maxwell Render or V-Ray. Mental Ray Batch through Backburner will split up your animation job into groups of frames, where each node of the Farm will render a different section of frames rather than different parts of the same image. A 100 frame animation, for instance, might put frames 1-20 on one node, 21-40 on another node, 41-60 on a third node, and so forth. All will be rendering simultaneously.



## To Use Network Rendering in Maya

To render using the Render Farm grid, you need to do two things to setup your file:

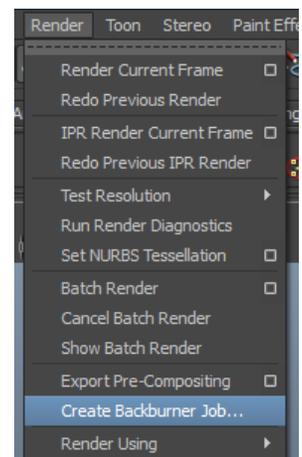
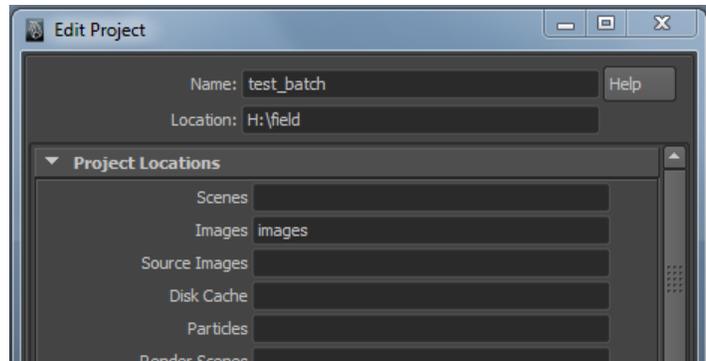
1. Set your Maya Project - **particularly the location where images will be saved to when rendered** – to a location on the School of Architecture servers. The only server that is currently available for network rendering is **Scantemp (W:)**.

[\\archstore01.arch.virginia.edu\Scantemp](http://archstore01.arch.virginia.edu/Scantemp) mapped to W:

You can use any folder within Scantemp.

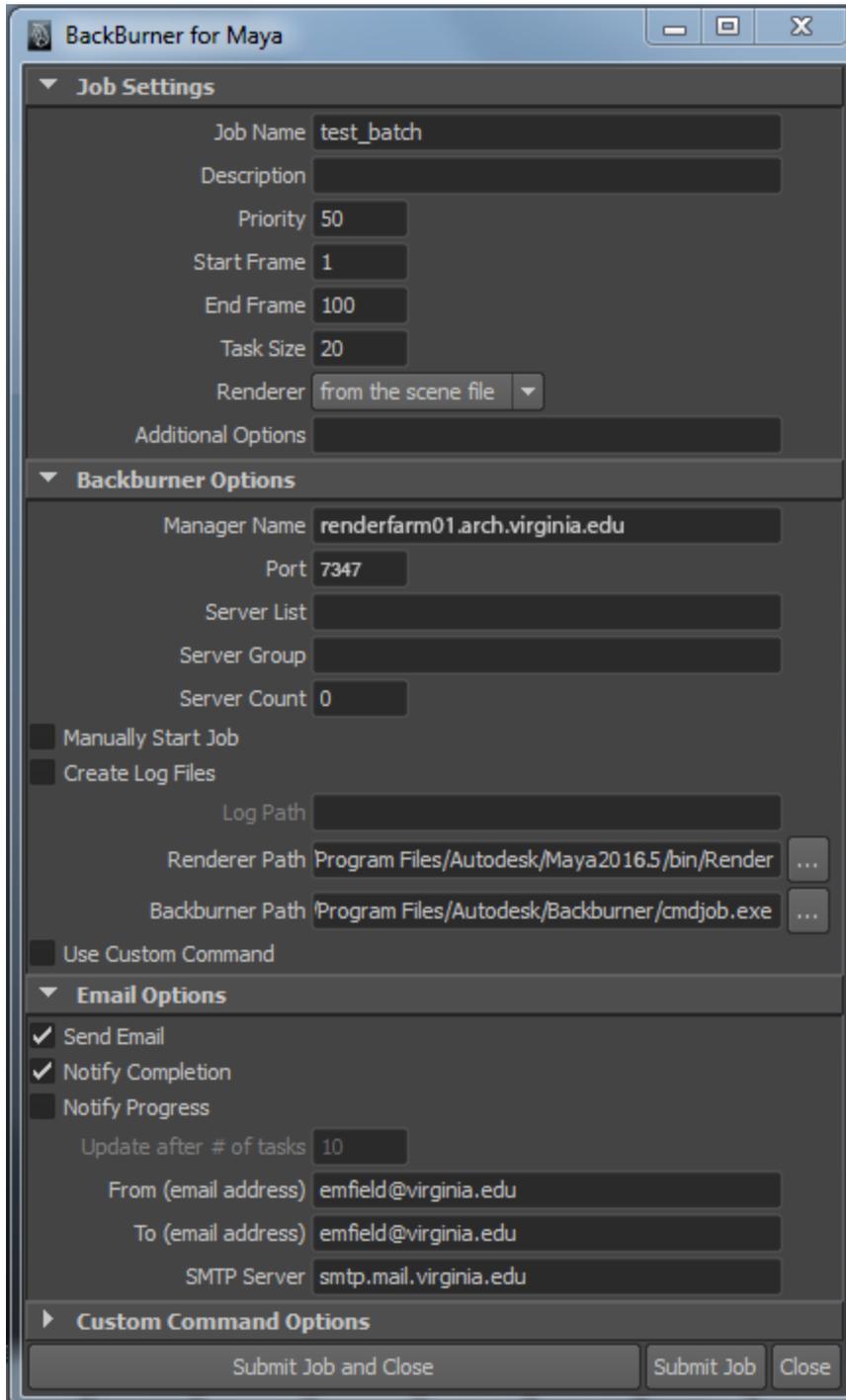
Note: You must use the network for network rendering. The farm cannot see your laptop, nor can it see the workstation you are sitting at. Use Scantemp.

2. Send a **BackBurner** job from Maya, setting the **Manager** location to **renderfarm01.arch.virginia.edu**



Network Rendering is available for all standard Maya renderers, including Maya Software, Hardware, Vector, and Mental Ray. Mental Ray is the most widely used, and probably the most appropriate.

**Job Name:** Create a Job Name or use the default. The job name must be unique. You cannot re-use the same job name.



Job names also **cannot contain spaces**.

**Manager Name:** Set the manager name to **renderfarm01.arch.virginia.edu**

**Port:** 7347

**On a Mac:**

You can run Maya and Backburner on a Mac and send to the renderfarm just the same as Windows. You only need to change one path setting.

Set the **Renderer Path** in the dialog to

**C:/Program Files/Autodesk/Maya2016.5/bin/Render.exe"**

(if you're using a different year version of maya, set the year appropriately)

## Viewing Progress

To view Progress of your render job, or see the queue, use the BackBurner Monitor under the Tools and Utilities section of the Autodesk Program Group.

You may need to Connect to the management server to see the queue. This is the same as above: **renderfarm01.arch.virginia.edu**

