

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:

 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:).

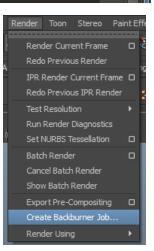
🔯 Edit Project			×
Name:	test_batch	Help	
Location:	H:\field		
Project Locations			
Scenes			
Images	images		
Source Images			
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\\archstore01.arch.virginia.edu\Scantemp mapped to W:

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**



BackBurner for Maya			
▼ Job Settings			
Job Name	test_batch		Job Name: Create a Job Name
Description			or use the default. The job
Priority	50		name must be unique. You
Start Frame	1		cannot re-use the same job
End Frame	100		name.
Task Size	20		
Renderer	from the scene file 🔻		Job names also cannot
Additional Options			contain spaces.
 Backburner Options 			
Manager Name	renderfarm01.arch.virginia.edu		
Port	0		Manager Name: Set the
Server List			manager name to renderfarm01.arch.virginia.edu
Server Group			renderrarmor.arcn.virginia.edu
Server Count	0		
Manually Start Job			On a Mac:
Create Log Files			You can run Maya and
Log Path			Backburner on a Mac and
Renderer Path	:/Program Files/Autodesk/Maya201	16/bin/Render	send to the renderfarm just
Backburner Path	Program Files/Autodesk/Backburne	r/cmdjob.exe	the same as Windows. You
Use Custom Command			only need to change one path
Email Options			setting.
🗸 Send Email			Set the Renderer Path in the
 Notify Completion 			dialog to
Notify Progress Update after # of tasks			
			C:/Program Files/
	emfield@virginia.edu		Autodesk/Maya2016/ bin/Render.exe"
	emfield@virginia.edu smtp.mail.virginia.edu		
			(if you're using a different
Custom Command Op			year version of maya, set the
Submit J	ob and Close	Submit Job Close	year appropriately)

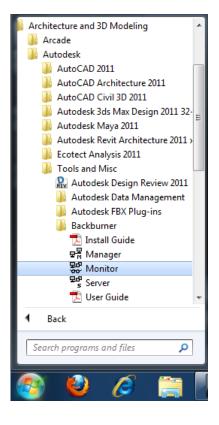
Network Rendering is available for all standard Maya renderers, including Maya Software, Hardware, Vector, and Mental Ray. Mental Ray is the most widely used, and probably the most appropriate.

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**

Backburner Queue Monitor				
Man	ager Jobs Servers View	Help		
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	Disconnect	Ctrl+X		
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	New Job	Alt+N	Pri	
	Request Queue Control	Ctrl+Q		
	Request Client List	Ctrl+L	<u> </u>	
	Auto-Refresh			
	Module Info Report			
	Properties			
	Exit	Alt+X		



Manager Jobs Servers View	Help						
	38						
Show All			test_batch-demobatchjob				
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test_batch170732-101021_2	3	50	Waiting	(080%)00	emf2a	Name	test_batch-demobatchjob
test batch firewall	4	50	Waiting	(060%)00	tony	Handle	143D0A35
🖶 okjcokjasoc	5	50	Waiting	(060%)00	tony	Description	Calling: C:/Program Files/Autodesk/Maya2011/bin/Rende
test_batch-demo batch job	6	50	Waiting	(000%) Si	emf2a	Submitted By	emf2a
test batch-demobatchjob	7	50	Active	(020%)00		Submitted From	sb-2jvhf1
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						Priority	50
						Submission	11/1/2010 4:44:46 PM
						Started	11/1/2010 4:44:46 PM
						Last Updated	11/1/2010 4:44:55 PM
						Dependencies	No
						TASKS	
						Number of Tasks	5
						Tasks Completed	1
						ASSIGNMENT	
						Enable Blocking Tasks	N/A
						Use All Available Servers	Yes
						Server Limit	N/A
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All Servers	s	how All					
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