

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:).

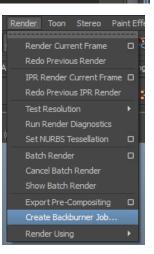
🐻 Edit Project		— — X	
Name: Location:	test_batch H:\field	Help	
Project Locations			٦
Scenes			
Images	images		
Source Images			
Disk Cache			
Partides			
Particles			

\\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.

BackBurner for Maya				
 Job Settings 				
Job Name	test_batch			
Description				
Priority	50			
Start Frame	1			
End Frame	100			
Task Size	20			
Renderer	from the scene file 🔻			
Additional Options				
 Backburner Options 				
Manager Name	renderfarm01.arch.virginia.edu			
Port	7347			
Server List				
Server Group				
Server Count	0			
Manually Start Job				
Create Log Files				
Log Path				
Renderer Path	:/Program Files/Autodesk/Maya203	16/bin/Render		
Backburner Path	Program Files/Autodesk/Backburner/cmdjob.exe			
Use Custom Command				
 Email Options 				
🗸 Send Email				
 Notify Completion 				
Notify Progress				
Update after # of tasks				
From (email address)	emfield@virginia.edu			
To (email address)	emfield@virginia.edu			
SMTP Server	smtp.mail.virginia.edu			
Custom Command Options				
Submit J	ob and Close	Submit Job Close		

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/ bin/Render.exe"

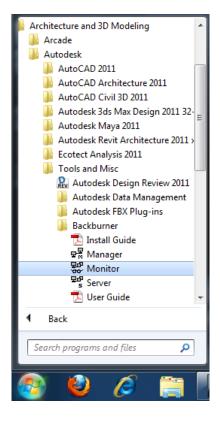
(if you're using a different year version of maya, set the year appropriately)

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**

Backburner Queue Monitor						
Man	Manager Jobs Servers View Help					
	Connect	Ctrl+0	1			
	Disconnect	Ctrl+X				
\checkmark	Auto-Connect					
	New Job	Alt+N	Pri			
	Request Queue Control	Ctrl+Q				
	Request Client List	Ctrl+L	-			
\checkmark	Auto-Refresh					
	Module Info Report					
	Properties					
	Exit	Alt+X				



Manager Jobs Servers View	Help	_	_		_			
Show All					test_batch-demobatchjob			
Job 🗌	Or 🗆	Pri 🗆	State 🗆	Progress 🗆	Owner 💷	Job Summary Task Summary	Job Details Errors	
test_batch170732-101021	1	50	Waiting	(060%)00	emf2a	Name	Value	
test batch170732-101021 1	2	50	Waiting	(060%)00	emf2a	JOB SUMMARY		
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		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	
Filest_baten_demobatenjob	1	30	Active	(02078)00	crinza	Job Type	Command Job Adapter v2011.0.0	
						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	
						Conver Group		
						•		
- 🗹 All Servers		w All						
Selected Job		W AII						
Global Groups	All Se	ervers						
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🗄 🚇 Plugins		enderfarn			batch None			
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