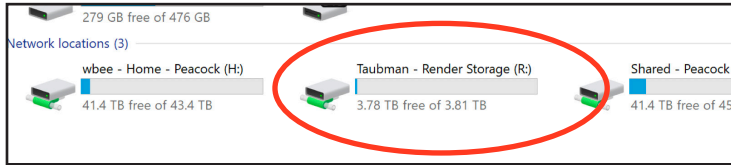# KeyShot Rendering at CCS

A guide to rendering Keyshot files on the Renderfarm

KeyShot RenderFarm Instructions

**Log in to a CCS lab Windows computer OR onto the VDI system.**

Open "This PC", then open the "Taubman - Render Storage (R:)" volume.

Right-click and select **New** --> **Folder**. Rename this folder using your CCS username. (ex. Jdoe or Jdoe2).

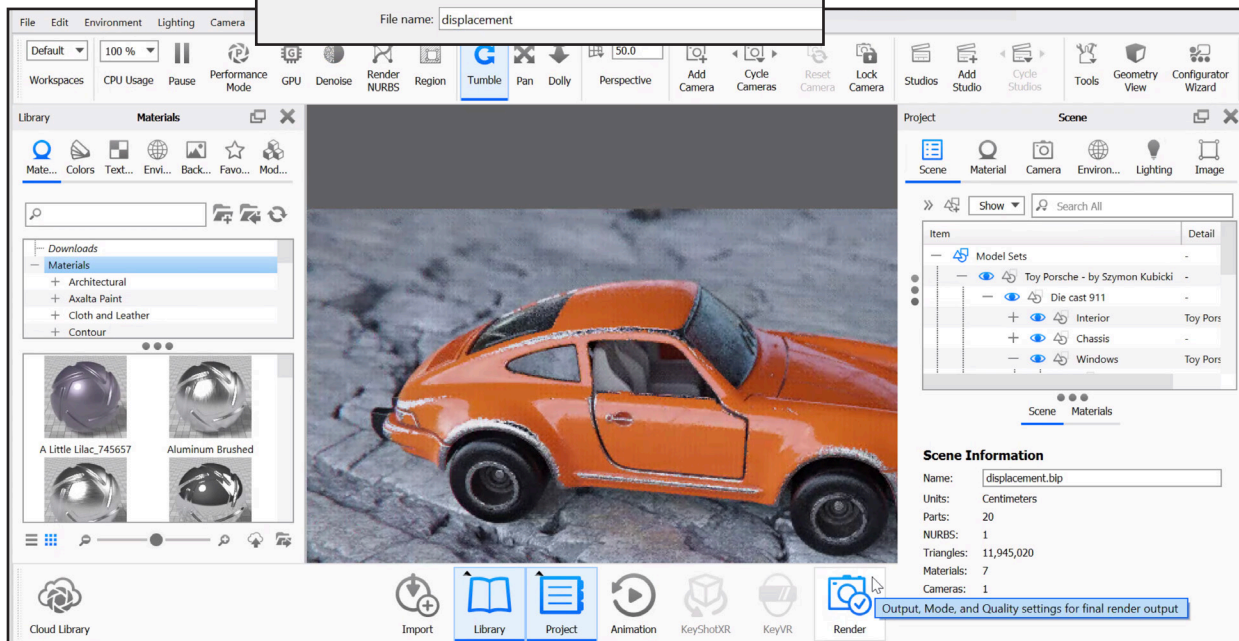Copy your Keyshot file and any supporting files into the folder you just made with your CCS username.

Once your file are done copying, disconnect your external drive, or any other external media source.
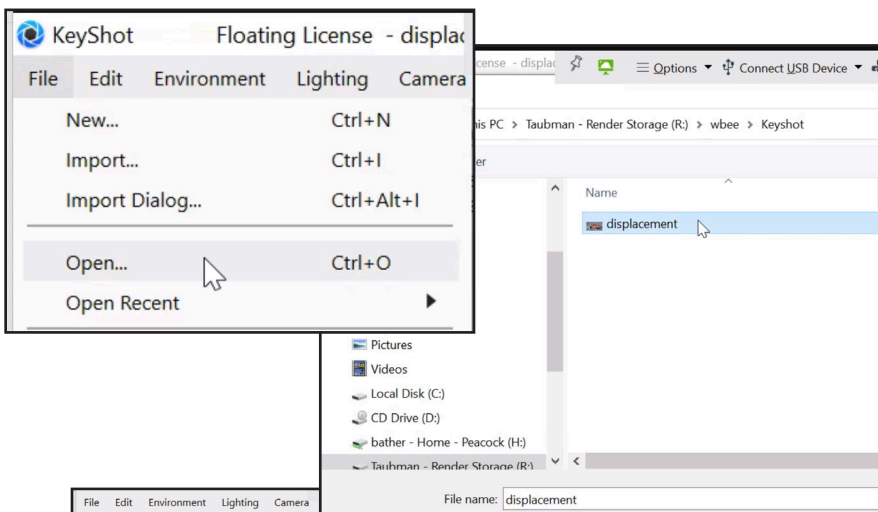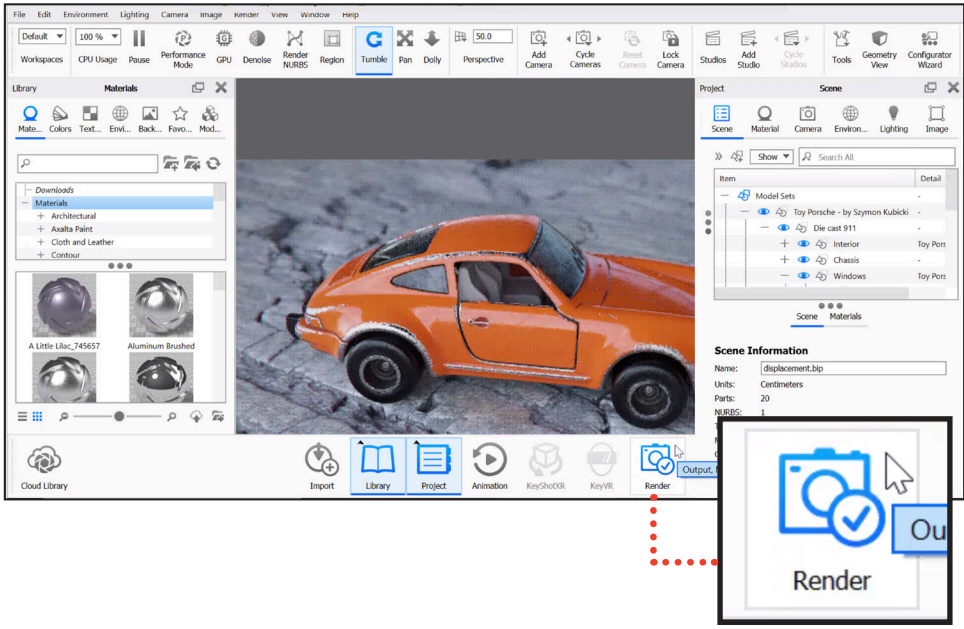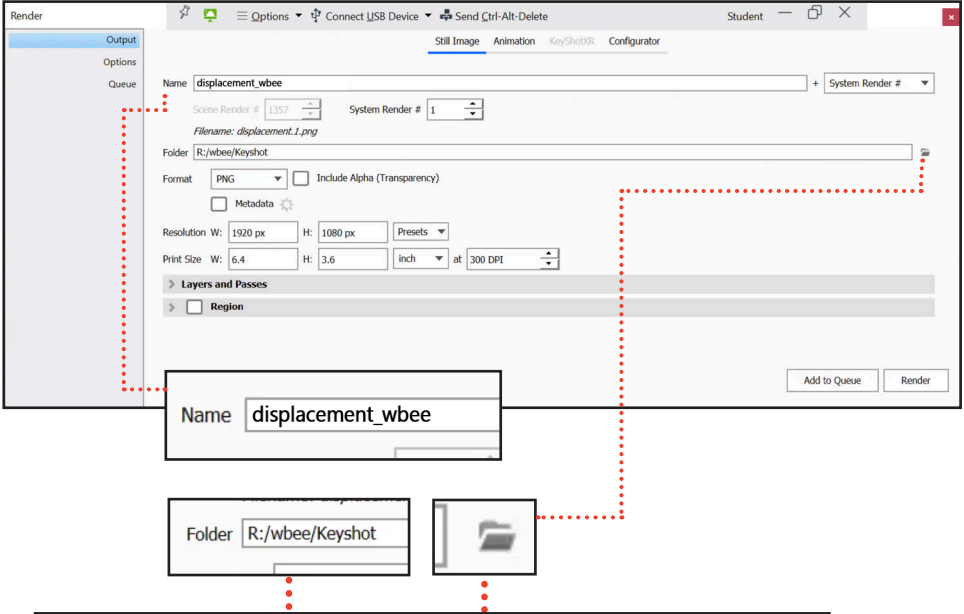
Open **KeyShot**.

Select the **File** menu--> **Open**.

Navigate to your user folder on the (**R:**) directory, and open your KeyShot file.
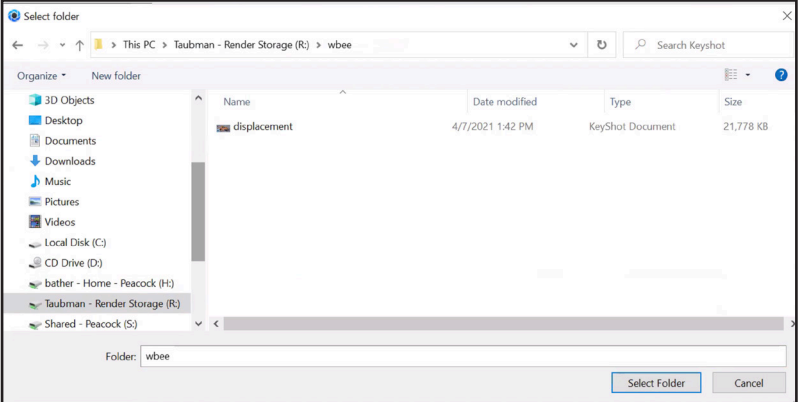
Once you are ready to render your KeyShot file, click the **Render** button at the bottom-right corner of your scene.
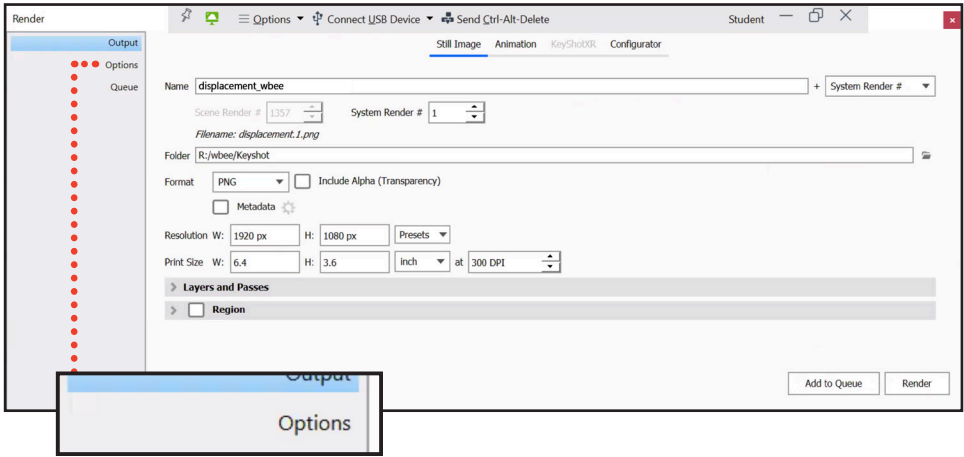

The **Render** window will pop up.

Enter the name for your rendered output in the **Name** field in this format: *filename_username.* (i.e. displacement_wbee).
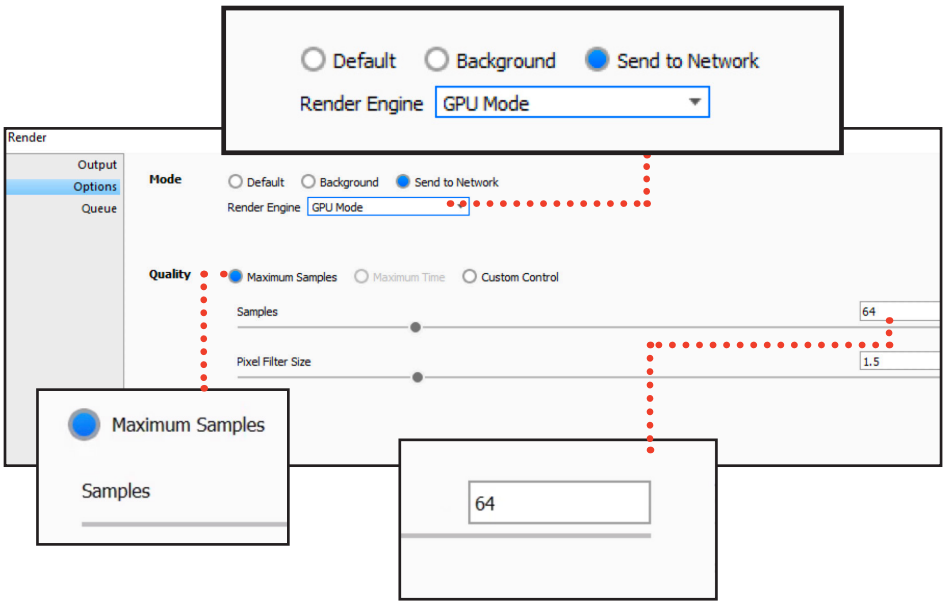

Click the folder icon to the right of the **Folder** field.

Navigate to your username folder on the **R:** drive, where your rendered output will go, then click **Select Folder** to confirm.

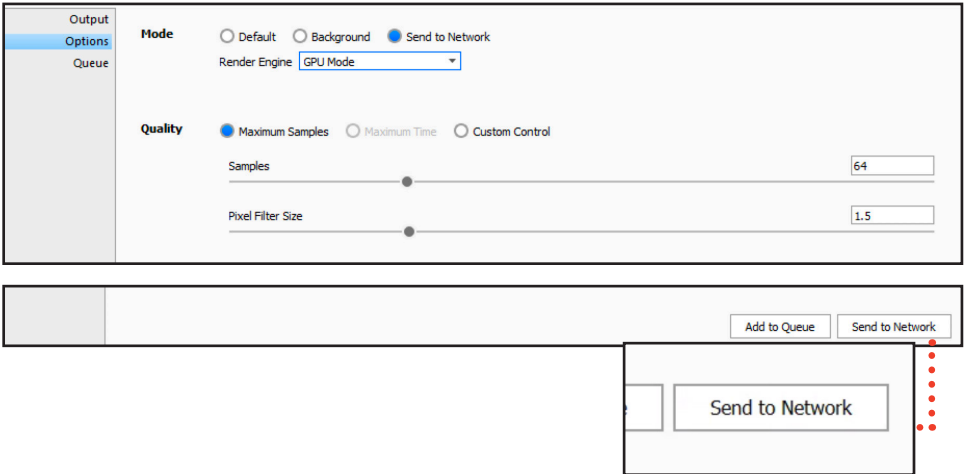Next, click the **Options** tab along the left column.

Select the **Send to Network** radio button.

Then, click the **Render Engine** menu and choose **GPU Mode**.

Set the appropriate settings in the **Quality/ Samples** fields.
*(See your instructor for correct values.)*

If all settings are correct, click the **Send to Network** button on the bottom-right to start rendering your job on the **RenderFarm**.
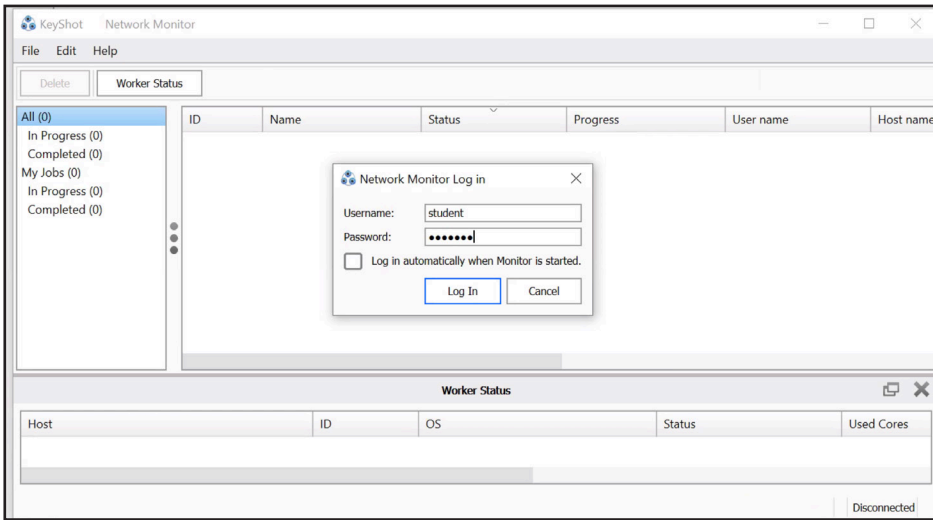
The **KeyShot Network Monitor** will then pop up.

Note: If it does **not** pop up automatically, click the Windows button (bottom-left corner of the screen), find **KeyShot Network Monitor**, and open it manually.

Enter the username *student* and the password *student*. Click **Log In**.
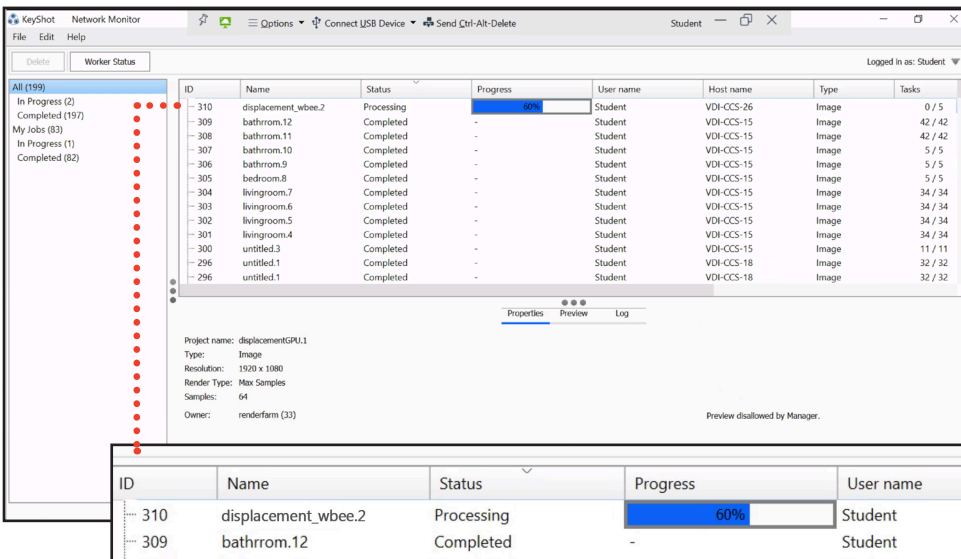
You should then see a list of render jobs, with the job you just submitted at the top.

(Because KeyShot render jobs all use the *student* username, make sure to identify your job by its filename.)

The Status column shows whether the job is *Processing*, *Completed*, or has an error.
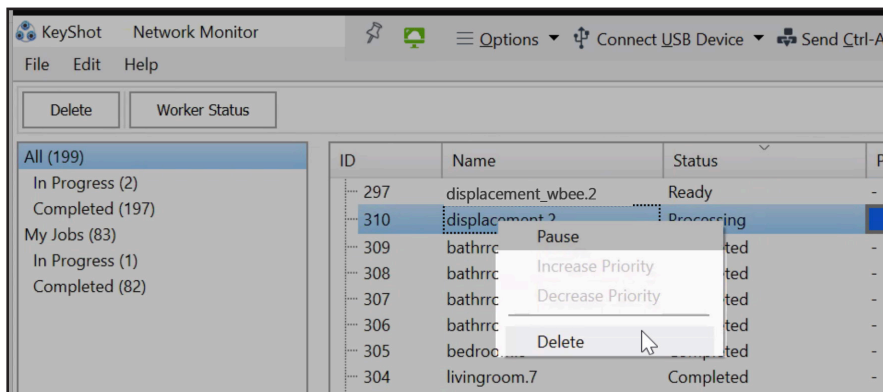
If you have a problem with your job or your render settings were incorrect, you may kill the job.

Right-click on your job and select **Delete**.

If your job is going to take a while to render, you may close the **KeyShot Network Monitor** and re-launch it later to check your job's status.

Once your job is completed, your render files will be outputted to your user folder on the **R:** drive.
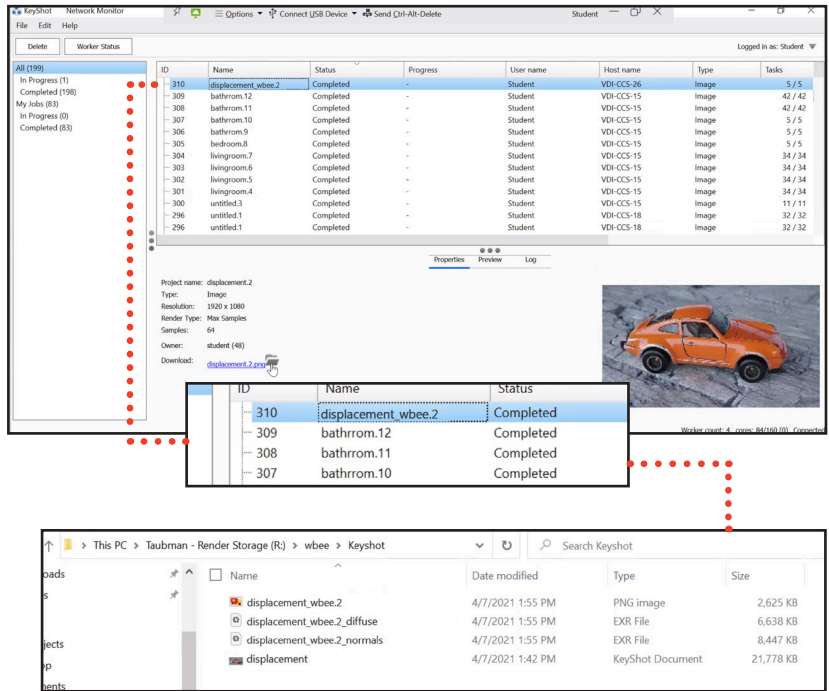
Important: Once your render job is completed, please clear out your render files from the R: drive within 48 hours.

Note: Students who wish to privatize their rendering will need to request a private account for Keyshot Network Rendering access via the Help Desk.

If you have any questions regarding the Renderfarm, contact the Help Desk at helpdesk@collegeforcreativestudies.edu.

NOTES

Important: Once your render job is completed, please clear out your render files from the R: drive within 48 hours.

If you have any questions regarding the Renderfarm, contact the Help Desk at helpdesk@collegeforcreativestudies.edu.

IMPORTANT POINTS TO FOLLOW TO ENSURE SUCCESSFUL USE OF THE RENDERFARM

• Best Practice: After copying your file to your user folder on the **R:** volume, open the application first and then your file. (Do not double-click on your file to open it.)

• Before you submit your job to the Renderfarm, ensure all your scene images, textures and other assets are in your folder labeled with your username on the **R:** volume.

• Once you have copied your file to your user folder on the **R:** volume, be sure to disconnect your external drive, or any other external media source before doing any test rendering.

• **TEST** render a few individual frames from your file located on the **R:** volume to the local computer before sending your full job to the Renderfarm. This will ensure that you are not missing any textures, assets, etc.

• **IF YOUR LOCAL COMPUTER CANNOT RENDER THE FILE, THE RENDERFARM WON'T BE ABLE TO EITHER!**

• If you are satisfied with the results of a local render from the **R:** volume, **FIRST** submit a test render of a few frames on the Renderfarm before submitting your whole job to ensure that the output is what you expect.

• If no frames rendered at all, there is a problem with your animation file. If the same frames are failing over and over again, there might be a problem in the animation settings or possibly missing textures that are not in the correct folder.

• **SUBMIT EARLY.** There may be a lot of students using the Renderfarm. The Renderfarm renders jobs on a first-come, first-serve basis. Towards the end of the semester there will be heavy use and submitting jobs late will not guarantee that your job will be finished in time.

It is imperative that you follow the instructions closely in the Renderfarm instructions booklet. Do not set or change any settings unless specifically required in the instructions. To do so may cause your render job to fail or take a much longer time to process than expected.