Raytracing Quality   Display Output

w Current

e c:\vred-snapshots\image.png

☐ Use Time Stamp

ts SVGA (800 x 600)

	800 px
	600 px
	28.22 cm
	21.17 cm

on 72 pixel / inch

☐ Region Render

Use Current Render
Window Region

er 0 0

er 800 600

de Full Global Illumination

ty Custom

ng On

or

☐ Tonemap HDR

☐ Export Alpha Channel

☐ Premultiply Alpha

ile Current Settings

nd to Cluster Queue   Add to Rend

VRED RenderFarm Guide

A guide to submitting your VRED render jobs from the Ford campus
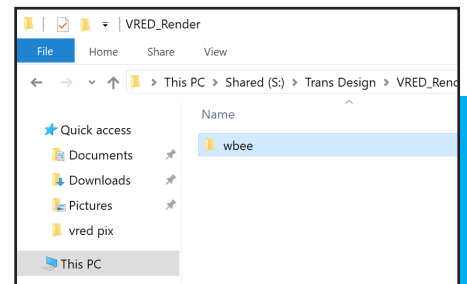
VRED RenderFarm Instructions: Ford Campus only

Before you can use the **VRED RenderFarm** for the first time, you need to arrange a meeting to be given access to the farm.

Please contact **Sue Day** at **sday@collegeforcreativestudies.edu** or **David Gerlach** at **dgerlach@collegeforcreativestudies.edu** to schedule a time to meet.

Note: You can only submit VRED RenderFarm jobs from the Ford campus.

••
In the Ford Campus 24-hour lab (**C201**), log on to a PC computer. Navigate to the **Shared** -> **Trans Design** -> **VRED_Render** folder.
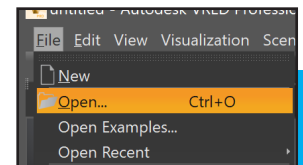
In the **VRED_Render** folder, make a new folder and rename it using your CCS username. (ie. jdoe.)

Copy your file, and any supporting files, to be rendered into the folder you just made.
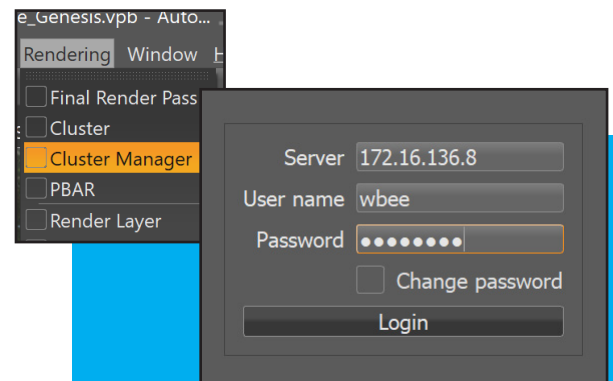
••

On the computer, launch **VRED Pro** and open your VRED file from the **VRED_Render** folder.

Once open, use the following steps to send your file to the **VRED Renderfarm**:

Click on the **Rendering** drop-down menu and select **Cluster Manager**. The **Cluster Manager** login window will appear.

In the **Server** field put in this **IP address**: **172.16.136.8**.

Then enter your username and password. Click **Login**.

Once logged in, the **Cluster Manager** window will open. Close it for now.

Click the **Rendering** drop-down menu again and select **Render Settings**.
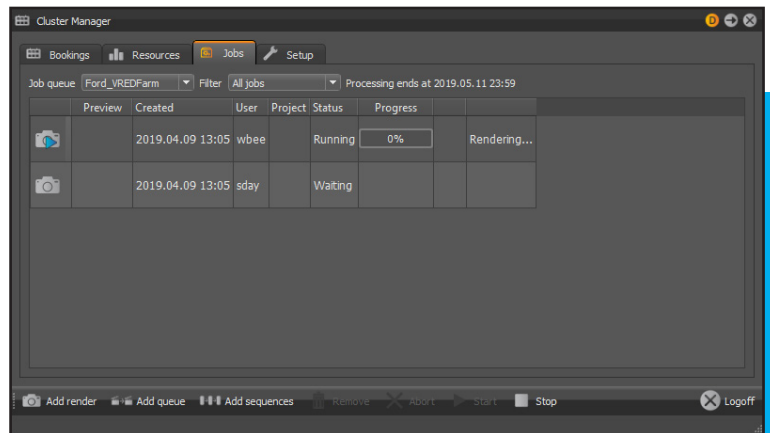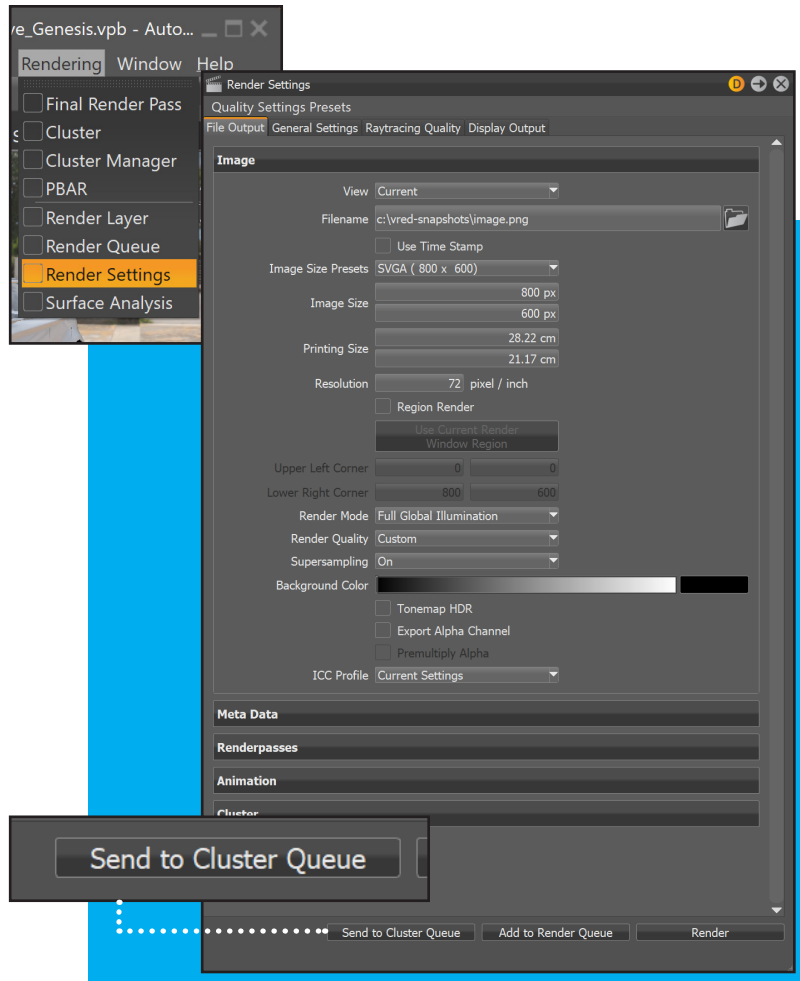
Make sure all of your settings are correct in the **Render Settings** window.

To help avoid a back log of jobs on the render farm please set your render settings and render one frame on local computer to see if you are happy with those settings. Adjust as needed.

When you are sure your render settings are correct, then click **Send to Cluster Queue**.

Open the **Cluster Manager** window again and you should see your file under the **Jobs** tab.

Your job is now submitted.

Exit **VRED Pro**. Do not reopen your file from the **VRED_Render** folder until your file has finished rendering. You can reopen **VRED Pro** and work on other files that are not being rendered.
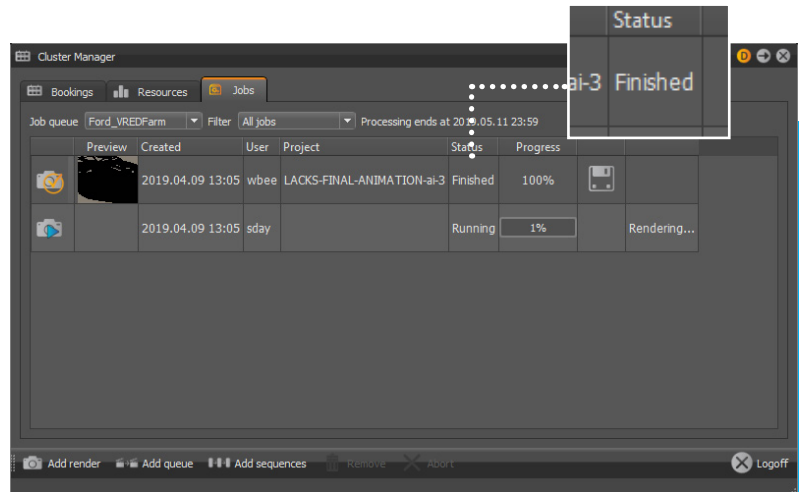
..

To *check* on the status of your render, you can now log into *any* computer, either at the Ford or Taubman.

Open **VRED Pro** and log back into the **Cluster Manager** using the IP mentioned before.
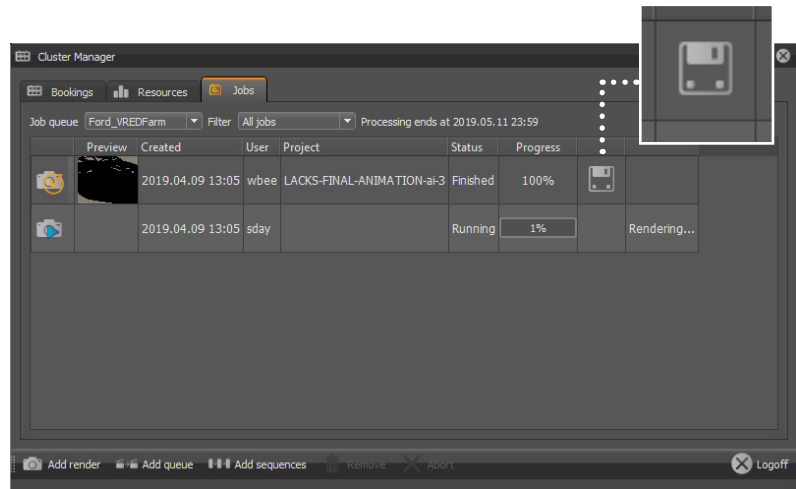
Under the **Jobs** tab, if it shows that your file has finished rendering, you can now download it.

To **download** your finished render frames, you must first make a folder to download to. Best practice is to create this folder on an external USB drive.

After doing so, click on the disk icon to the right of the **"100%"** in the **Progress** field.

When prompted, navigate to that folder.

Be sure you have selected the correct folder on your external USB drive because once downloaded, your files are no longer accessible.

Click **Save** to save your render frames.

When your frames have finished downloading, your render job will disappear from the **Cluster Manager** render queue.