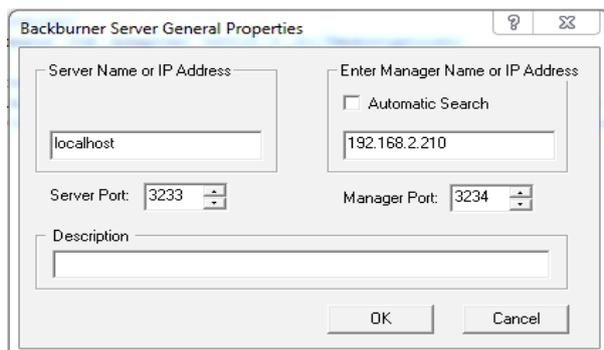


CADnetwork Render-Guide

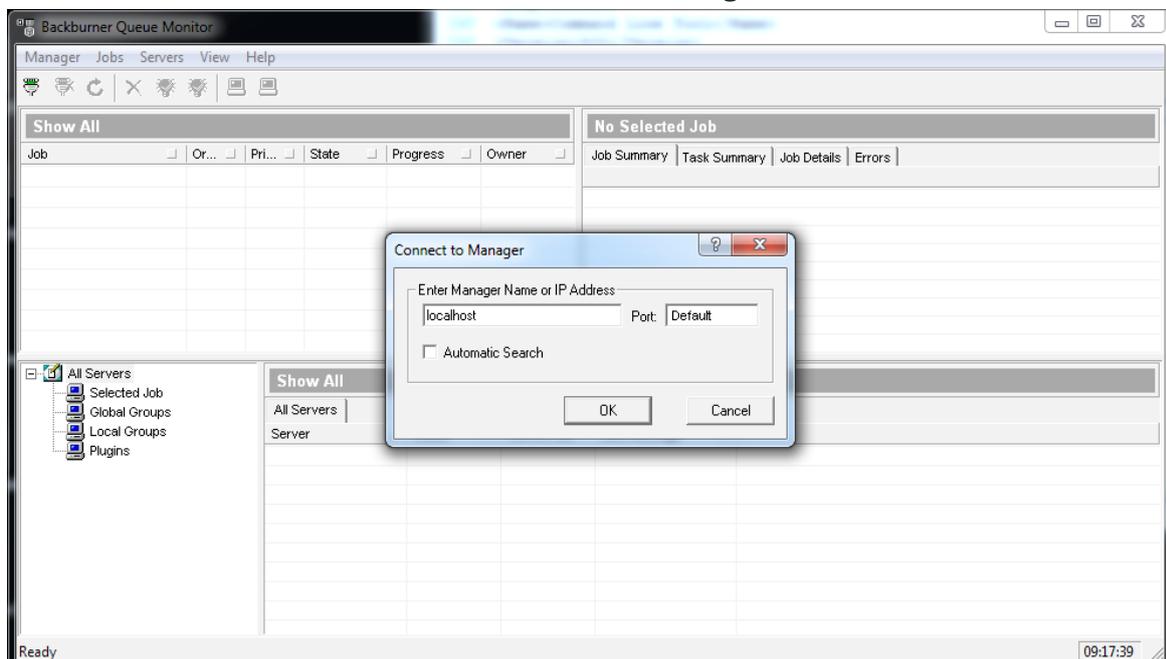
Autodesk 3ds Max Network rendering using Backburner

Backburner (RenderCube/Server)

1. Install the Backburner Manager on your Workstation or a separate machine (It is preferred that this machine is not one that partakes in the renders. This machine does not require that the 3D program be installed on it).
2. Next install Backburner Server and 3ds Max on all machines that will be part of the render farm.
3. Run Backburner Server on all render nodes.
4. The general properties should appear. Otherwise go to "Edit" and then "General Settings".
5. Write the IP address of the Backburner Manager into the "Manager" text field.



If you have already installed Backburner-/Manager on your Workstation, launch Backburner Monitor and connect to the manager (Ctrl+O). Otherwise install Backburner Monitor first. Now write the IP address of the Backburner Manager into the text field.



3ds Max (Workstation)

1. Open the Render settings and click on the arrow next to "Render" and select "Submit To Network Rendering...".
2. Enter the IP address of your Manager and click "Connect". Verify that every RenderCube is in the server list next to it. Now you can choose your RenderCubes and click "Use Selected" or click on "Use all Servers" to select every available RenderCube.

