

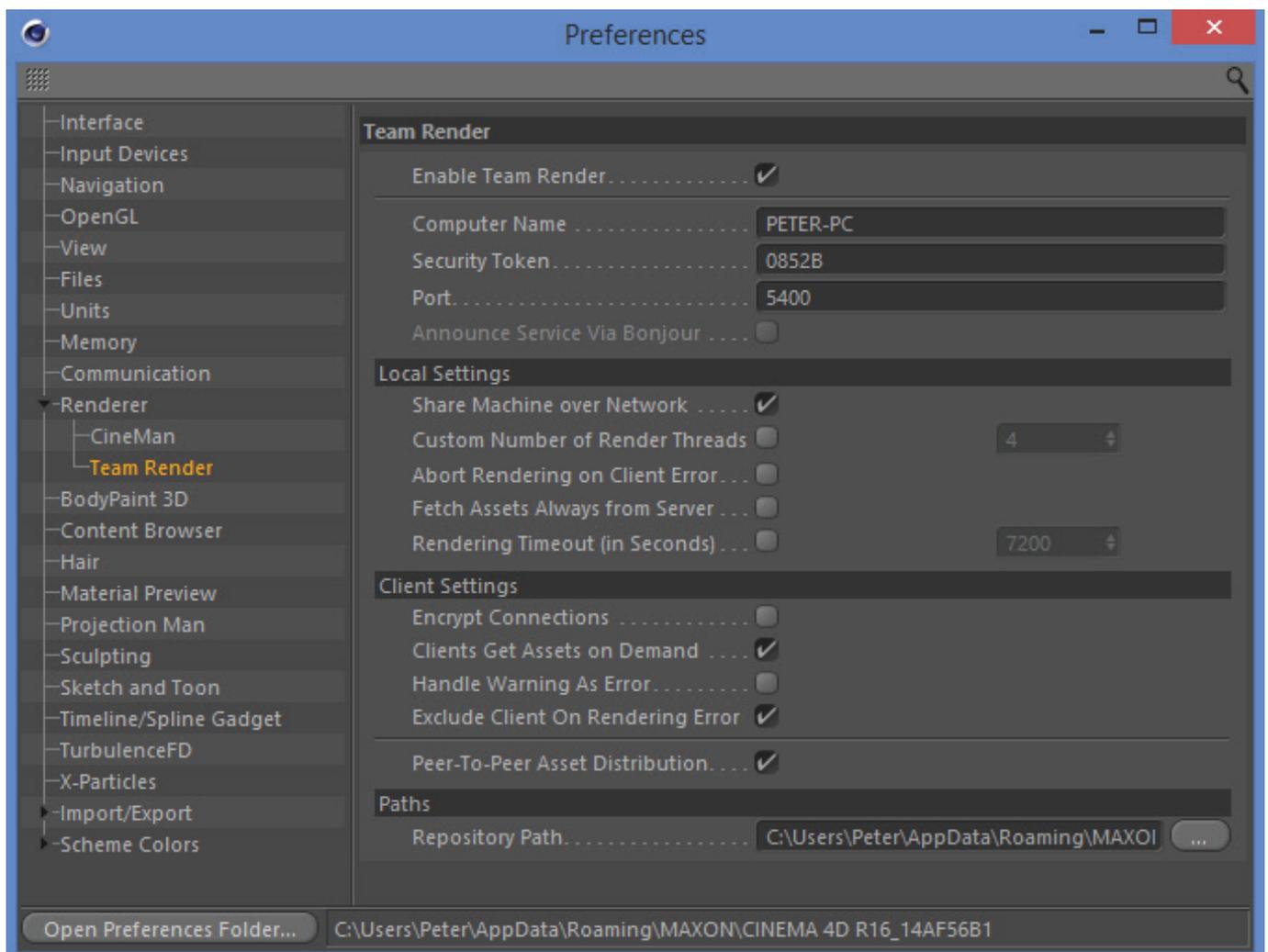
CADnetwork Render-Guide

Distributed Rendering with Arnold and Cinema 4D Teamrender

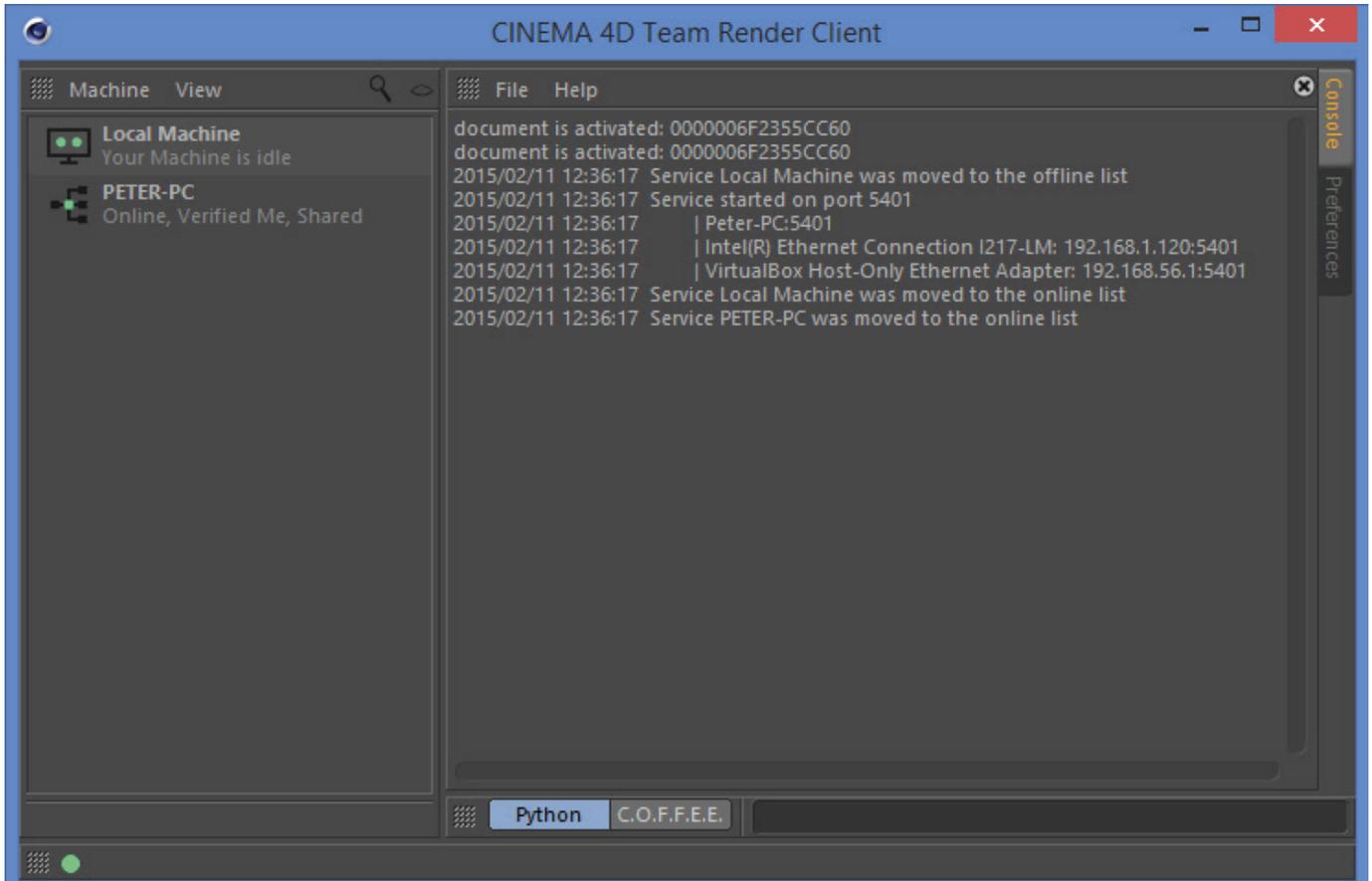
Cinema 4D to Arnold offers a full support of Team Render, the network rendering framework of Cinema 4D. You can increase your render capacity and significantly decrease render times by rendering a single frame or an animation (frame sequence) distributed to multiple machines on your network.

Your server can be started from Studio or you can also start Team Render Server as a separate application. To setup Team Render in Studio you must follow these steps:

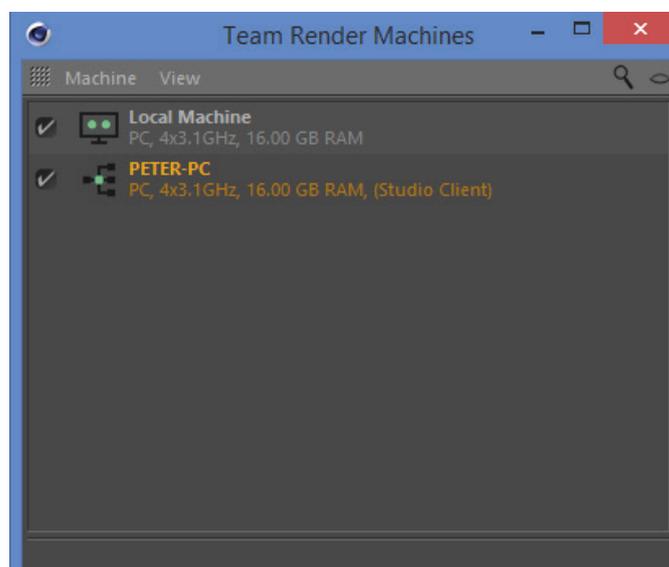
1. Enable Team Render by opening the **Edit > Preferences...** dialog, selecting **Renderer > Team Render** and enabling the **Enable Team Render** checkbox.



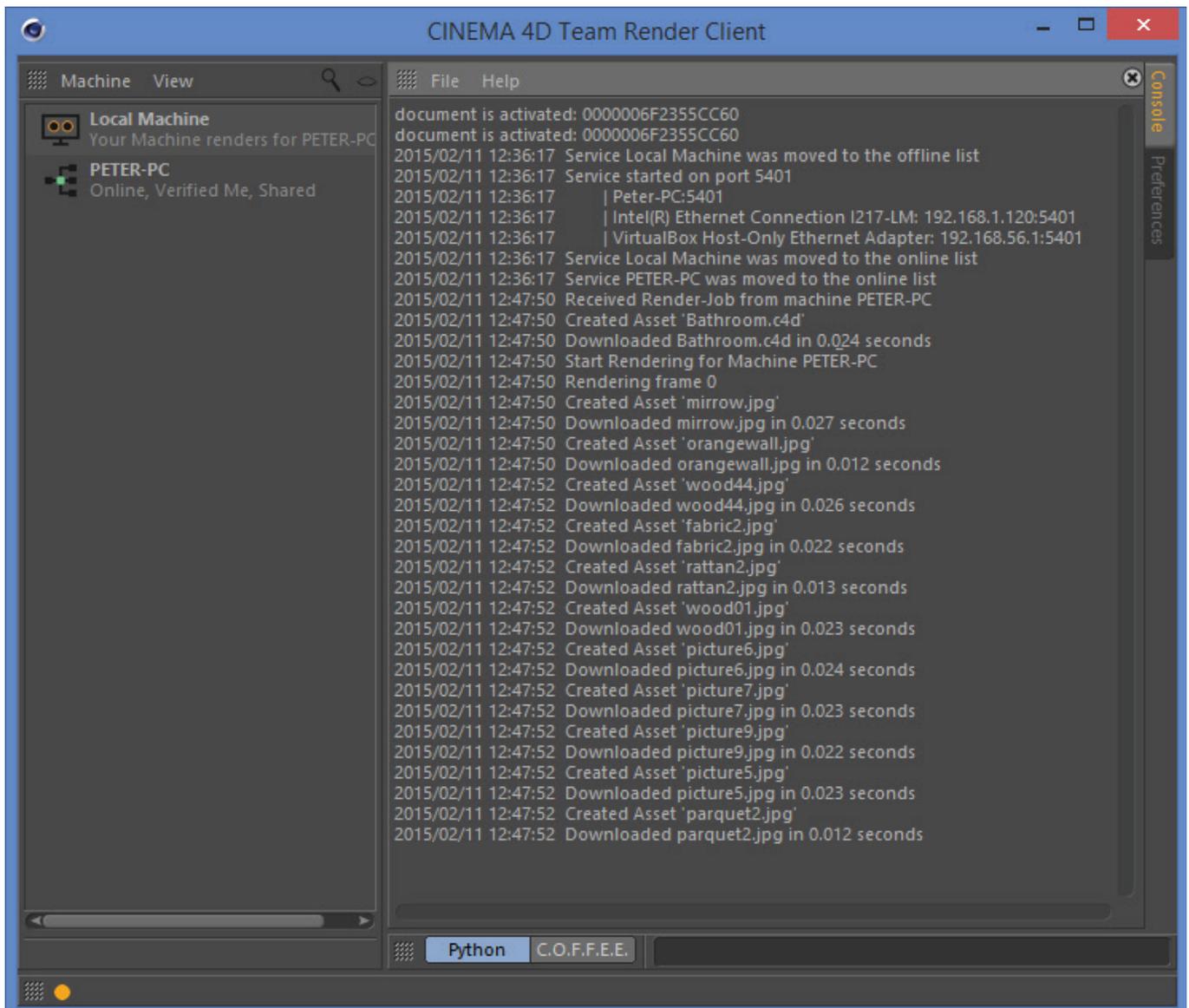
2. Start the **Team Render Client** application on your client machines.



3. Setup client machines by opening the **Render > Team Render Machines...** dialog. Click **Machine > Add Machine...** and enter the IP address and port number of the client. You can check the address in the console of the Team Render Client (e.g. 192.168.1.120:5401). You must also enter the security token of the client which you can check in **Machine > Preferences...** of the Team Render Client dialog.



4. Start the render by clicking **Render > Team Render to Picture Viewer...** You should see messages in your Team Render Client console stating the download of the scene, any scene assets and starting of the render.



C4D to Arnold has to be installed and Arnold license has to be setup properly **on all client machines**. Besides Team Render workflow for Arnold does not require any custom setup.