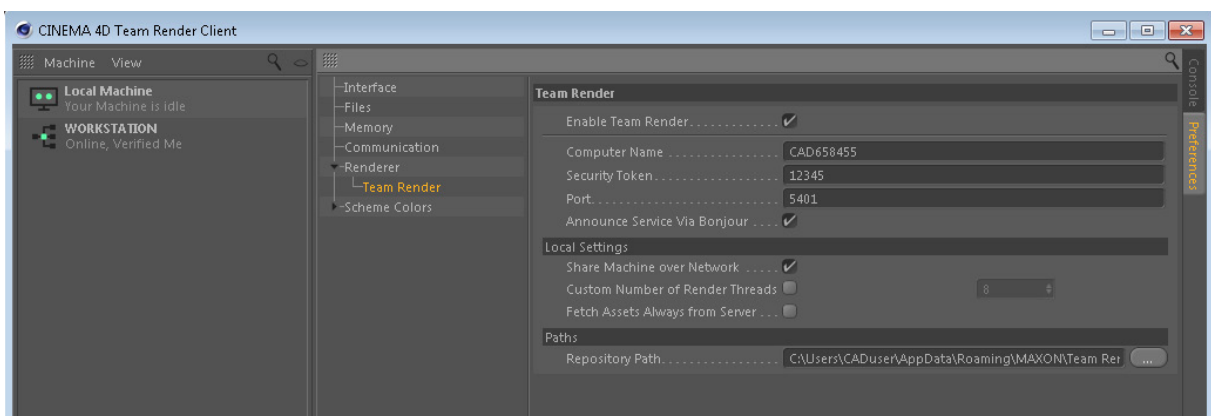


CADnetwork Render-Guide

V-Ray for Cinema 4D using Team Render (Animation)

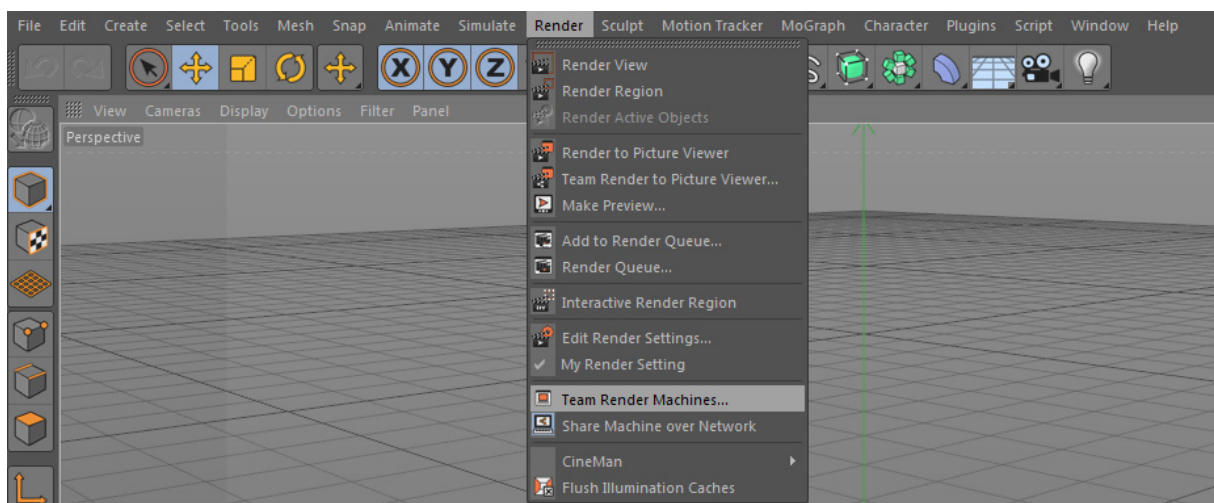
Team Render Client (RenderCube)

1. First install the Team Render Client on your RenderCube and enter your Cinema 4D license.
2. Place the V-Ray Bridge folder into the Team Render Client plugin folder. Do not rename the V-Ray folder.
3. Start the client, click on the "Machine" button and select "Preferences". Go to "Renderer"/"Team Render". Now you can change your security token or leave it at standard settings (standard: 12345).

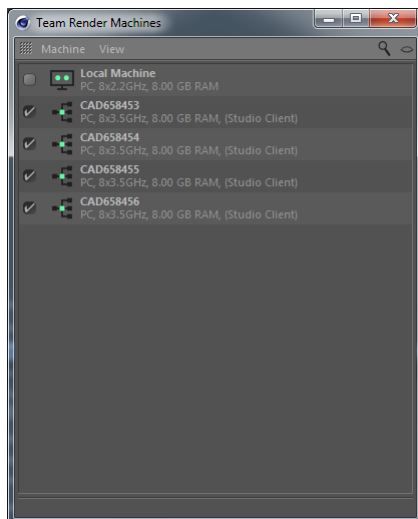
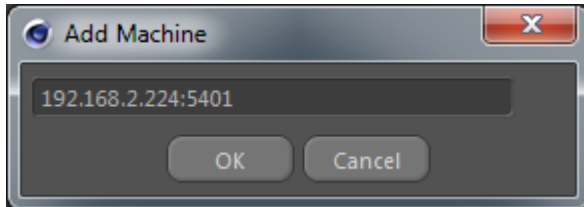


Cinema 4D (Workstation)

1. To configure Cinema 4D on your main workstation select "Team Render Machines" in the "Render" menu.



Now you can add your RenderCube in the “Machine” menu. Write the IP address with the port behind into the text field and enter the security token of the Team Render Client after it (standard: 12345). Repeat these two steps for all RenderCube’s.



2. The icon of every client should be green. If the icon persists grey, the Team Render Client is not running on the RenderCube. If the color is yellow, the RenderCube is already rendering.
3. On the top of the list you can select if your own workstation should render or not.
4. To render an image select “Team Render to Picture Viewer” or use the “Render Queue”.