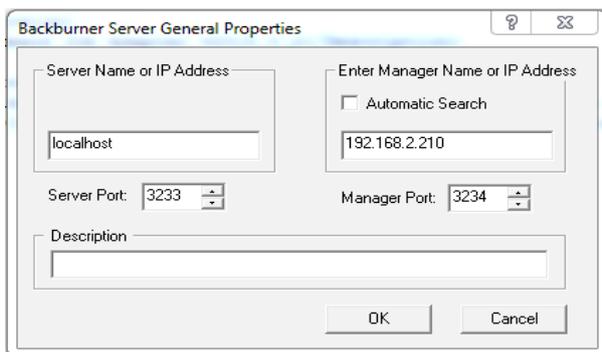


CADnetwork Render-Guide

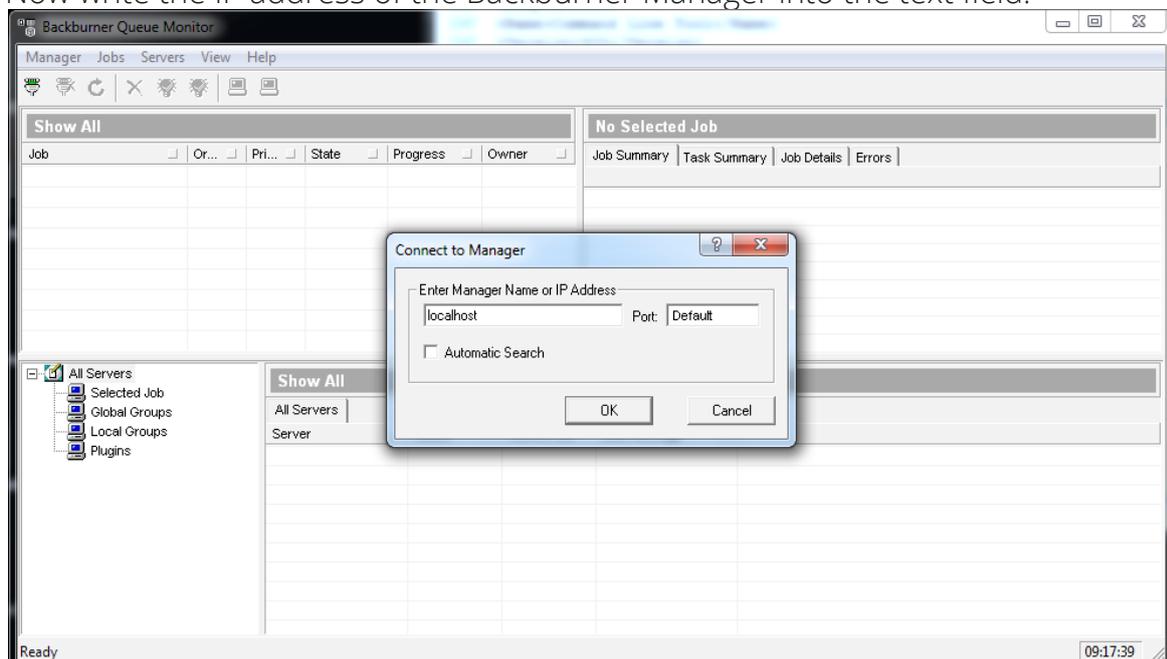
Autodesk Maya Network rendering using Backburner

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 Maya 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.



Maya (Workstation)

1. Launch Maya.
2. Click on "Render" and select "Create Backburner Job".
3. Write the computer name of your Manager server into the "Manager Name" text field. If you do not know the Port, look it up in your Manager settings or write "0" for the default port.

