

CADnetwork Render-Guide

Autodesk 3ds Max Network rendering using Backburner

Backburner (RenderCube/Server)

- 1. Install the Backburner Manager on your Workstation or a seperate 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.

Backburner Server General Properties	8 23				
Server Name or IP Address	Enter Manager Name or IP Address				
localhost	192.168.2.210				
Server Port: 3233	Manager Port: 3234				
Description					
	OK Cancel				

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

Backburner Queue Monitor	-	and the Process Report			
Manager Jobs Servers View Help					
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Show All		No Selected Job			
Job Or Pri State	Progress 🗆 Owner 💷	Job Summary Job Details Errors			
	Connect to Manager	2 ×		_	
Enter Manager Name or IP Address localhost Port: Default Automatic Search					
All Servers Show All Selected Job Global Groups All Servers Local Groups Server Plugins		OK Cancel			
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Ready			09:17:39	//	



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.

Network Job Assignment - Submitting to 64-	Bit Server	rs			? X
Job Name					
Underwater] +	All Servers Server	Match	ned Plugin	
Description		 cad658455 cad658456 	cad658455 Autodesk 3ds Max 2015 (64-bit) R cad658456 Autodesk 3ds Max 2015 (64-bit) R		
Enter Manager Name or IP Address		workstation	Autoc	lesk 3ds Max 201	5 (64-bit) R
192.168.2.210 <u>D</u> isconn	ect				
Automatic Search <u>R</u> efree	sh				
	ncies				
	lices	Job	Priority	Status	Output
Constant Definitions		Underwater3	50	Complete	
Split Scan Lines Defin					
Ignore Scene Path	dow				
Include Maps Initially Suspended					
Server Usage					
○ Use Sele <u>c</u> ted					
O Use <u>G</u> roup					
Use All Servers					
Use Alternate Pat <u>n</u> File					
Status					
Keduy					
Advanced Submit Can	cel	4			