

## CADnetwork Render-Guide

## Corona Distributed Rendering for 3ds Max

## Corona DR server (RenderCube)

- 1. Install 3ds Max on every Render-Cube. You do not require a license and do not need to start 3ds Max.
- 2. Now you can install Corona. Select your 3ds Max version if not enabled and finish the installation.



3. Finally you can start the Corona "DRServer". If you are using Corona 1.3 or older, you must run it as administrator.

Orona Renderer DrServer   1.3		23			
[DEBUG] Save sent images					
Working directory: <u>C:\Program Files (x86)\Corona\DrServer</u>   <u>DR Log</u>   <u>Max Log</u>					
Log:					
2016-05-03/10:59:57DR server started2016-05-03/10:59:57Cannot read the config file, default one will be created2016-05-03/10:59:57Creating default DrConfig-1.00.txt: found 2 3ds max versions2016-05-03/10:59:57Starting UDP socket, local hostname: Workstation2016-05-03/10:59:57Running Corona DrServer build Nov 3 2015 on ports UDP19666, TCP19668, loopback TCP196672016-05-03/10:59:57Available 3dsmax versions:2016-05-03/10:59:572015: C:/Program Files/Autodesk/3ds Max 2015/2016-05-03/10:59:572016: C:/Program Files/Autodesk/3ds Max 2016/		~			

4. The DR Server will automatically detect the Corona Licensing Sever and activate the RenderCube.



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Render Setup (Workstation)

1. Start 3ds Max, open the Render settings and select Corona as renderer.

Render Setup	: Corona 1.3				
Target:	Production Rendering Mode	~			
Preset:	No preset selected	~	Render		
Renderer:	Corona 1.3	~			
View to Render:	Quad 4 - Perspective		< ₽		
Common Scene Performance System Render Elements					
- Common Parameters					

Render Setup: Corona 1.3

- Target:
   Production Rendering Mode
   Render

   Preset:
   No preset selected
   Render

   Renderer:
   Corona 1.3
   Image: Corona 1.3

   View to Render:
   Quad 4 Perspective
   Image: Corona version: 1.3

   Common
   Scene
   Performance
   System
   Render Elements

   Corona version:
   1.3
   Image: Corona version:
   1.3

   Full-speed, Non-debug, MaxSDK 2016
   Build timestamp: Nov 3 2015 13:07:14
   Image: Corona version:
   Image: Corona version:
- 2. Click on the "System" tab and scroll down to "Distributed Rendering".
- 3. Activate the "Enable" check box and click on "Search LAN". All your RenderCubes will be shown in the box next to it.
- 4. Finally you can begin the rendering process with the "Render" button. Make sure the licensing server is running.