

CADnetwork Render-Guide

Mental Ray Distributed Bucket Rendering (DBR) for 3ds Max

Clients (RenderCube)

- 1. Install 3ds Max on every RenderCube. You do not need a license and do not need to start 3ds Max.
- 2. Finally you have to start the mental ray Satellite service. Open the Task Manager and go to Services / Services and choose for "mental ray Satellite for Autodesk 3ds Max 2015 64-bit" and start the service. If you want an automatic startup, change the startup type.

mental ray Satellite for Autodesk	Name	Description	Status	Startup Type
s Max 2015 64-bit	🔍 Media Center Extender Service	Allows Med		Disabled
test the section	amental ray Satellite for Autodesk 3ds Max 2014 64-bit	mental ray	Started	Automatic
tart the service	🔍 mental ray Satellite for Autodesk 3ds Max 2015 64-bit	mental ray		Manual
	27 1/64	M		Disabled
ription:	🔍 mental ray S	Satellite for Autode	sk 3ds Max 2015 64-1	oit Properties (Lo
mental ray Satellite for Autodesk 3ds Max 2015 64-bit	General I			
	G. Control L	log On Necovery	Dependencies	
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	Gia Display na	ame: mental rav	Satellite for Autodesk 3	ds Max 2015 64-bit
	9			
	Security Description	n: mental ray bit	Satellite for Autodesk 3	ds Max 2015 64-
	94	F		*
	Path to ex	ecutable:		
	C:\Progra	am Files\Autodesk\3	ds Max 2015\NVIDIA\	Satellite \raysat_3dsm
	Startup tv	Manual		
	9	mandar		
	Se Hepme o	configure service star	tup options.	
		/		
	Service	atus: Stopped		
	Sta	rt Ston	Pause	Resume
		- Cicp	10000	
	You can s	specify the start para	meters that apply when	you start the service
	ion nere.			
	Start para	meters:		
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	×			
	100 C		OK C	ancel Apply
		Saves Install		wanuar
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	94 A			



3ds Max (Workstation)

- 1. Start 3ds Max on your workstation and open the Render Setup (F10).
- 2. Click on the "Common" tab, go to the "Assign Renderer" rollout and choose mental ray Renderer for Production.



3. Click on the "Processing" tab, go to the "Distributed Bucket Rendering" rollout and check the Distributed Render option.

Optional: If the satellite host systems have maps installed on them, with exactly the same file names and path names as on your local host, turn on "Distributed Maps".

- 4. In the area below, click on "Add" to add additional DBR hosts.
- 5. In the Add/Edit DBR host windows, enter the IP address of one of the machines that you plan to use as a satellite hosts.



Add/Edit DBR Host	
Port Number:	Name or IP Address:
÷	192.168.2.223
 Use default por 	t
Note: Thi	s action will modify the rayhosts file.
	OK Cancel

- 6. Repeat steps 5 & 6 until you have added all of your satellites.
- 7. Go to the "Translator Options" rollout and check the options for "Use Placeholder Objects" and "Use mental ray Map Manager". (When placeholder objects are enabled, geometry is sent to the renderer only on demand.)

