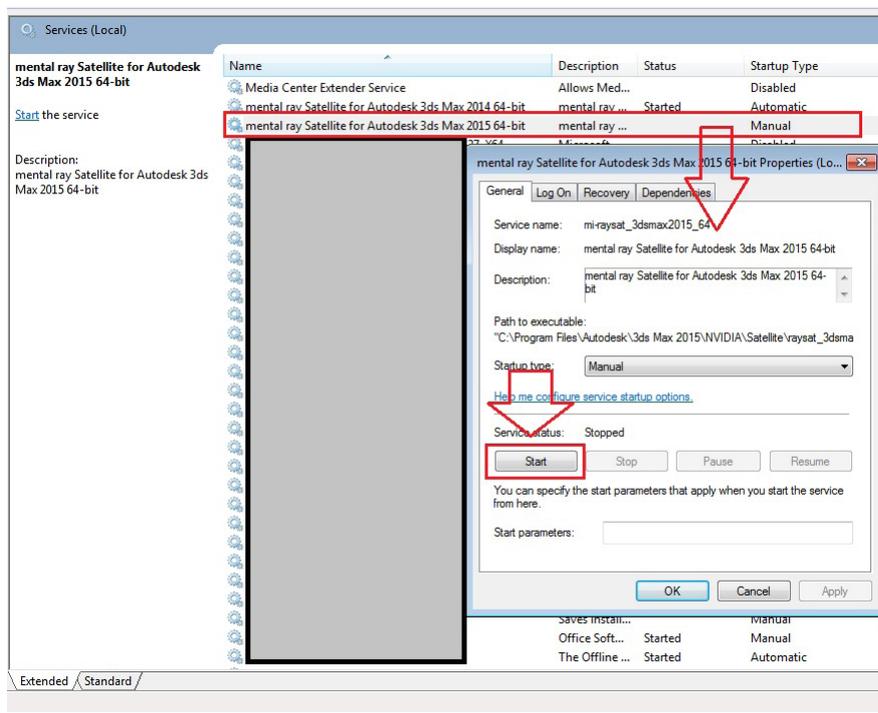


CADnetwork Render-Guide

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

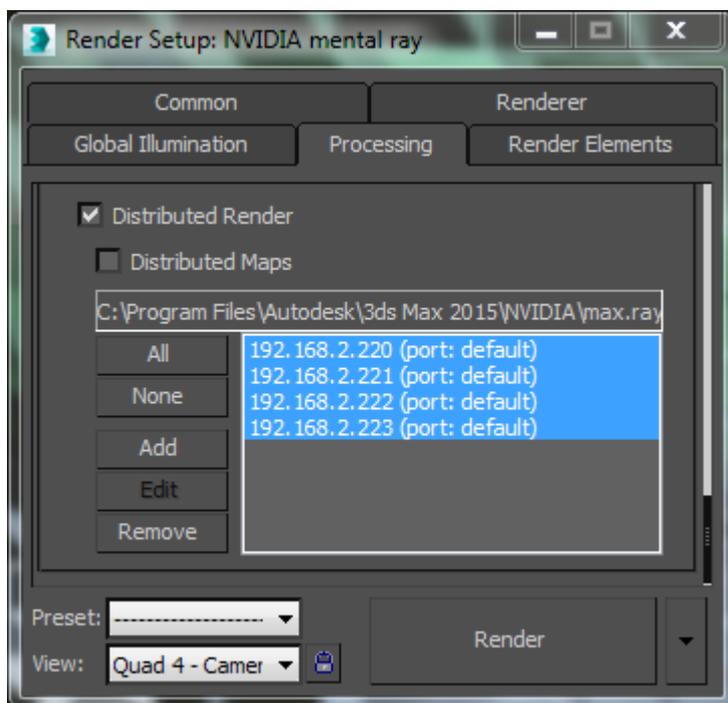
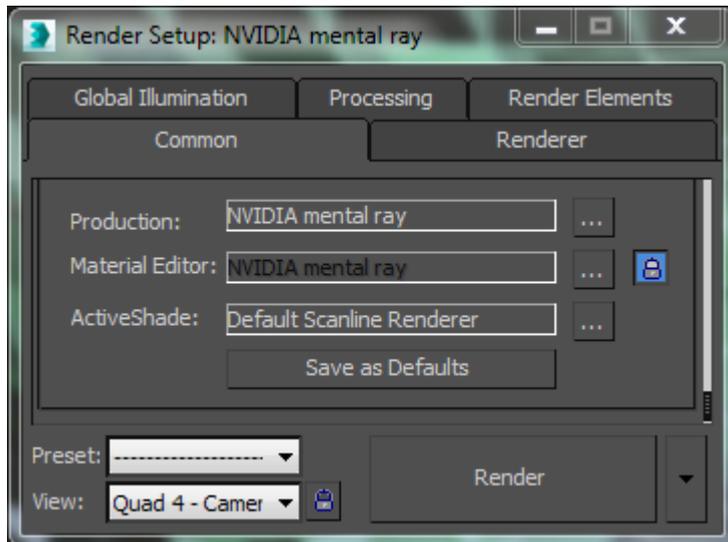
Clients (RenderCube)

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.



3ds Max (Workstation)

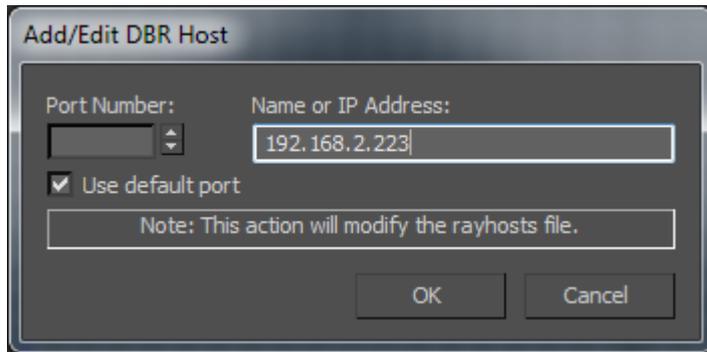
1. Start 3ds Max on your workstation and open the Render Setup (F10).
2. Click on the "Common" tab, go to the "Assign Renderer" rollout and choose mental ray Renderer for Production.



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.



- Repeat steps 5 & 6 until you have added all of your satellites.
- 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.)

