

CADnetwork Render-Guide

V-Ray Distributed Rendering for 3ds Max

V-RAY (RenderCube)

- 1. To use V-Ray on the RenderCube's you have to install 3ds Max first. You do not need to start it.
- 2. Install V-Ray 3ds Max render slave on all RenderCubes. To run V-Ray, you have to start "change licensing settings" as administratorand and type the IP address of your Licensing Server(e.g. The workstation) into the text box. You do not need to set the port manually.

V-Ray license server information						
Primary license server:		Alternate license	server 1:			
License server:	192.168.2.210	License server:				
Connection port:	30304	Connection port:	30304			
Online authorization settings:		Alternate license	server 2:			
User name:		License server:				
Password:		Connection port:	30304			
	OK	Cancel				

3. Launch the V-Ray DR Spawner.

3ds Max (Workstation)

1. Start 3ds Max and go to the Render Setup (F10). Click on the "Common" tab, scroll down to "Assign Renderer" rollout and choose V-Ray for Production.

🤰 Render Setup: V-Ray NFR 3.20.02 📃 💻 🗙						
Common V-Ra	y GI S	ettings	Render Eler	ments		
Production: V-Ray 3.20.02 Material Editor: V-Ray 3.20.02 ActiveShade: Default Scanline Renderer						
Save as Defaults						
Preset:						



2. Go to the "Settings" tab, enable "Distributed rendering" and click on "Settings" next to it.

Render Setup: V-Ray NFR 3.20.02							
Common V-Ray GI Sett	ings Render Elements						
+ Default displacement							
- System							
Bucket width 48 🗘 L	Default ?						
Bucket height 🛛 🕂 🔽 🖸	ynamic splitting						
Sequence Triangulation 🔻 Divisi	on method Size 🔻						
Dyn mem limit, mb 4000 🗘 🗹 Use Embree							
Frame stamp V-Ray %vrayversio	on file: %filename frame						
Distributed rendering	Settings						
Preset: ▼ View: Quad 4 - Persp: ▼ 🔒	Render 🗸						

3. Now add a server and write the IP address of your RenderCube into the server text field. Repeat this with all your RenderCube's. If you do not like to use your local workstation for rendering tasks, disable it at the bottom check box.

V-Ray distributed rendering settings						
Add server	Edit server	Remove server	Find servers	Resolve servers		
Host name	IP address	Port range	Status			
192.168.2.22	0	20204				
192.168.2.22	1	20204				
192.168.2.22	2	20204				
✓ 192.168.2.222 20204 ✓ Add render server S ✓ Server: 192.168.2.223 Port range: OK Cancel Save se OK Cancel ✓ Max servers (0 - all) Size (GB) ✓ ✓ Use local host 100,0 ✓						
			ОК	Cancel		