

CADnetwork Render-Guide

V-Ray RT Distributed Rendering for 3ds Max

## V-Ray RT (RenderCube)

- 1. To use V-Ray RT on the RenderCube 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. Then you have to start "change licensing settings" as administrator 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	ß
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. Run the V-Ray RT render server

3ds Max (Workstation)

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

💽 Render Setup: V-Ray RT 3.20.02 📃 💻 🗶			
Common V-Ray RT Render Elements			
- Assign Renderer			
Production: V-Ray RT 3.20.02			
Material Editor: V-Ray RT 3.20.02 🔒			
ActiveShade: V-Ray RT 3.20.02			
Save as Defaults			
Preset: Render View: Quad 4 - Persp:			



2. Go to the V-Ray RT tab, enable "Distributed rendering" and click on "Render Servers" next to it.

🔰 Rendern einrichten: V-Ray RT 3.20.02 📃 💻 🗙			
Allgemein V-Ray RT Elemente rendern			
+ Authorization j			
- V-Ra	y RT		
Trace depth 5 🛟	GI depth 3 🛟		
Ray bundle size 192 🗘	Undersampling		
Rays per pixel 8 🗘	Show statistics		
✓ Progressive RPP			
Max time (min) 0,0 🛟	<ul> <li>Distributed rendering</li> </ul>		
Max paths/pixel 100 🗘	Render Servers		
Max. noise 0,0 🗘			
Engine type CUDA -	GPU textures Resize textu 🔻		
Coherent tracing	GPU texture size 512 🛟		
	Texture format 8-bit 🔻		
Stereo mode Disabled 🔻			
Swap left/right	Eye distance 6,5		
Voreinstell.:	Rendern		
Ansicht: Quad 4 - Perspe 🔻			

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 interact	tive renderer DR s	ettings	×
Add server	Edit server	Remove server	Resolve
Server name	IP address	Port range	Status
<ul> <li>✓ 192.168.2.2</li> </ul>	21 22 23 24	20206 20206 20206 20206 20206 20206	Add render server       Server:       192.168.2.220       Port range:       OK
Auto-start loca	III I slave	ОК	Cancel