

CADnetwork Render-Guide Network Rendering for Blender

The Network Renderer must be enabled on all machines (Workstations and RenderCubes).

Activate it in the Render Add-ons of the "User Preferences".

🤊 Blender User Preferences							
Interface	Editing	Input	Add-ons	Themes	File	System	
P		Decides Arts Tile Clas					_
Supported Level		Render: Auto Tile Size				~	4
Official		Render: Copy Settings					
Community							T
Testing		Render: Cycles Render En	gine			2	
Categories		Render: Freestyle SVG Ex	porter				
All							_
User		Render: Light Field Tools				₩	
Enabled		Render: Network Rendere	r			≍	
3D View							
Add Curve		Render: POV-Ray 3.7				%	
Add Mesh		Render: Renderfarm fi					
Animation							
Development							
Game Engine	_						
Import-Export	_						
Material	_						
Node	_						
Object	_						
Paint							
Render							
Rigging							
System							
UV							
User Interface							
Save User Set	tings 🗎 🕒 In	stall from File) (2 Ref	resh Development	Guides			

Master

- 1. You need one machine for hosting the master server, this can be your workstation or a another computer
- 2. Start Blender, select Network Render in the drop-down field on top.
- 3. Select master (Master) as operating mode.
- 4. Specify the IP address(localhost) and the port.
- 5. Press "Start Service". The line of the render state will display the server actions.







Web interface Master

1. At startup, the master will also create a web interface that provide more information. It can be accessed using this URL: "https://master_ip_address:master_port".

Slave (RenderCube)

- 1. Start the Slave Service on the RenderCubes.
- 2. Open Blender and select "Network Render" in the dropdown field on top.
- 3. Select "Slave" as operation mode.
- 4. Optional specify the IP address of the Master and the port. Leave [default] if you want that the slaves automatically detect the master.
- 5. Press on "Start Service" to connect with the Master Machine. The render status bar will display the tasks of the slaves.



Network Set	tings		
Client	Master	Slave	
\triangleright	Start Service		

Client (Workstation)

- 1. Start Blender. Confirm your render settings (size, etc.).
- 2. Select "Network Render" in the drop-down field on top.
- 3. Select "Client" as operation mode.
- 4. Optional specify the IP address of the master server and the port.
- 5. Press the refresh button under the address field to detect the Master Server automatically.
- 6. Press "Send Job" to start the process.



▼ Network Settings						
Client	Master	Slave				
Path:	/tmp/	8				

It is possible to run Master and Client on one System in two Blender applications.