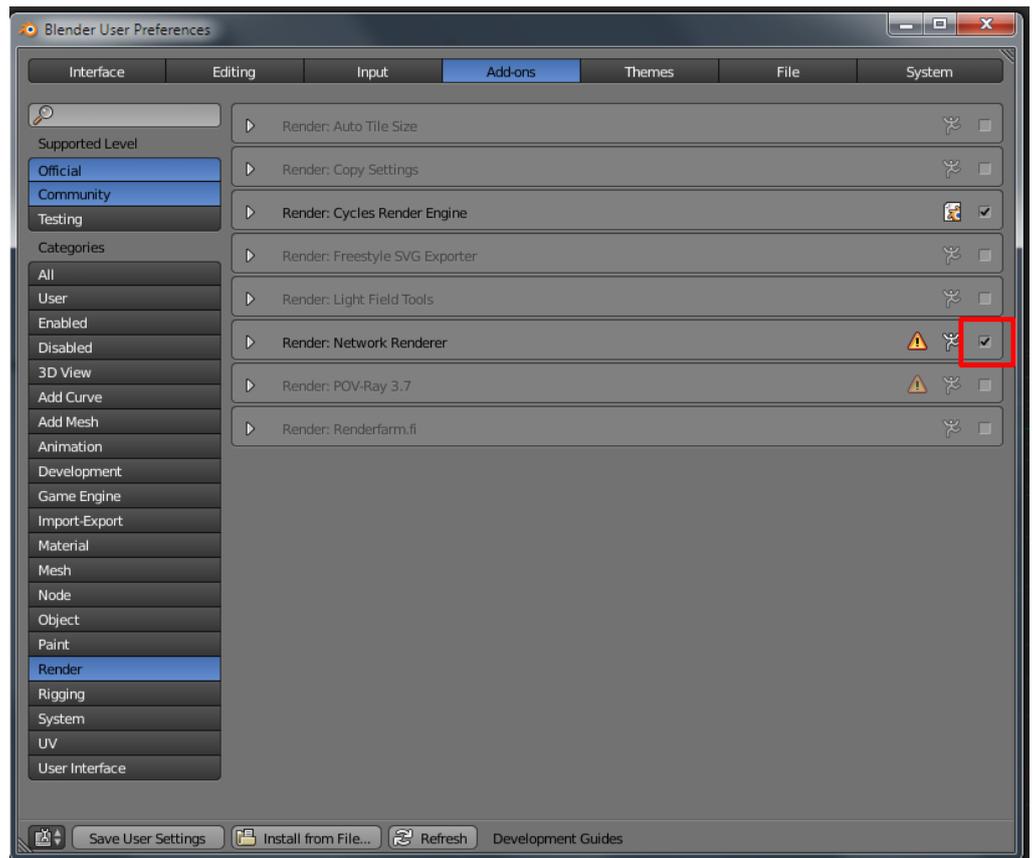# CADnetwork Render-Guide

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".

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.
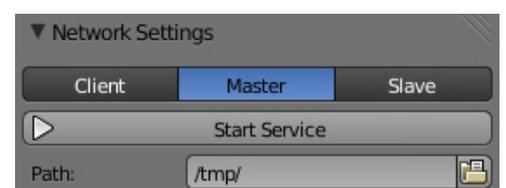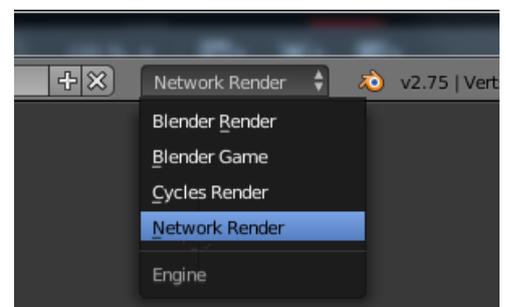
Web interface Master

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 drop-down 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.

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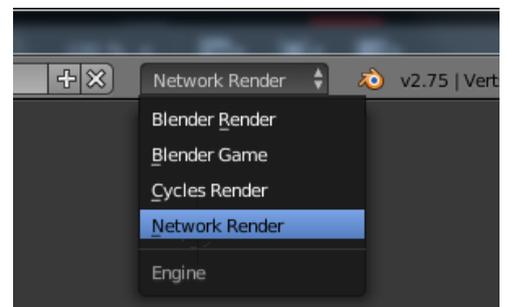
It is possible to run Master and Client on one System in two Blender applications.