

## CADnetwork Render-Guide

## Distributed Rendering with Arnold and Cinema 4D Teamrender

Cinema 4D to Arnold offers a full support of Team Render, the network rendering framework of Cinema 4D. You can increase your render capacity and significantly decrease render times by rendering a single frame or an animation (frame sequence) distributed to multiple machines on your network.

Your server can be started from Studio or you can also start Team Render Server as a separate application. To setup Team Render in Studio you must follow these steps:

1. Enable Team Render by opening the **Edit > Preferences...** dialog, selecting **Renderer > Team Render** and enabling the **Enable Team Render** checkbox.

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—Interface —Input Devices —Navigation	Team Render
	Enable Team Render
—OpenGL —View	Computer Name PETER-PC
—Files —Units	Port
Memory	Announce Service Via Bonjour
-Renderer -CineMan -Team Render -BodyPaint 3D -Content Browser -Hair -Material Preview -Projection Man -Sculpting	Share Machine over Network Custom Number of Render Threads Abort Rendering on Client Error Fetch Assets Always from Server Rendering Timeout (in Seconds) Client Settings Encrypt Connections Clients Get Assets on Demand
Sketch and Toon Timeline/Spline Gadget TurbulenceFD X-Particles	Handle Warning As Error
-Import/Export -Scheme Colors	Paths Repository PathC:\Users\Peter\AppData\Roaming\MAXOI
Open Preferences Folder C:	\Users\Peter\AppData\Roaming\MAXON\CINEMA 4D R16_14AF56B1



2. Start the **Team Render Client** application on your client machines.



3. Setup client machines by opening the **Render > Team Render Machines...** dialog. Click **Machine > Add Machine...** and enter the IP address and port number of the client. You can check the address in the console of the Team Render Client (e.g. 192.168.1.120:5401). You must also enter the security token of the client which you can check in **Machine > Preferences...** of the Team Render Client dialog.





4. Start the render by clicking **Render > Team Render to Picture Viewer...** You should see messages in your Team Render Client console stating the download of the scene, any scene assets and starting of the render.

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<ul> <li>Local Machine Your Machine renders for PETER-PO</li> <li>PETER-PC Online, Verified Me, Shared</li> </ul>	document is activated: 000006F2355CC60 document is activated: 000006F2355CC60 2015/02/11 12:36:17 Service Local Machine was moved to the offline list 2015/02/11 12:36:17 Peter-PC:5401 2015/02/11 12:36:17 I Peter-PC:5401 2015/02/11 12:36:17 Service Local Machine was moved to the online list 2015/02/11 12:36:17 Service Local Machine was moved to the online list 2015/02/11 12:36:17 Service Detale Machine was moved to the online list 2015/02/11 12:36:17 Service PETER-PC was moved to the online list 2015/02/11 12:47:50 Received Render-Job from machine PETER-PC 2015/02/11 12:47:50 Created Asset 'Bathroom.c4d' 2015/02/11 12:47:50 Start Rendering for Machine PETER-PC 2015/02/11 12:47:50 Start Rendering for Machine PETER-PC 2015/02/11 12:47:50 Start Rendering for Machine PETER-PC 2015/02/11 12:47:50 Created Asset 'mirrow.jpg' 2015/02/11 12:47:50 Downloaded mirrow.jpg' 2015/02/11 12:47:50 Oreated Asset 'orangewall.jpg' 2015/02/11 12:47:50 Created Asset 'orangewall.jpg' 2015/02/11 12:47:50 Downloaded mirrow.jpg in 0.027 seconds 2015/02/11 12:47:52 Created Asset 'abnic2.jpg' 2015/02/11 12:47:52 Created Asset 'abnic2.jpg in 0.026 seconds 2015/02/11 12:47:52 Created Asset 'abnic2.jpg in 0.022 seconds 2015/02/11 12:47:52 Created Asset 'rathriz2.jpg' 2015/02/11 12:47:52 Created Asset 'picture6.jpg in 0.023 seconds 2015/02/11 12:47:52 Created Asset 'picture6.jpg in 0.023 seconds 2015/02/11 12:47:52 Created Asset 'picture6.jpg in 0.023 seconds 2015/02/11 12:47:52 Downloaded picture7.jpg in 0.023 seconds 2015/02/11 12:47:52 Created Asset 'picture3.jpg' 2015/02/11 12:47:52 Created Asset 'picture3.jpg in 0.023 seconds 2015/02/11 12:47:52 Downloaded picture5.jpg in 0.023 seconds 2015/02/11 12:47:52 Downloaded picture5.jpg in 0.023 seconds 2015/02/11 12:47:52 Created Asset 'picture5.jpg in 0.0	sole Preferences

**C4D to Arnold** has to be installed and Arnold license has to be setup properly **on all client machines**. Besides Team Render workflow for Arnold does not require any custom setup.