CADnetwork Render-Guide

V-Ray for Cinema 4D using V-Ray Standalone (Stills)

V-Ray Standalone Installation on RenderCube

1. Run the V-Ray Standalone installer and follow its steps.

2. After the installation go to the plugins folder (normaly: C:\Program Files\Chaos Group\V-Ray\Stand-alone for x64\bin\x64\vc101\plugins

3. Copy the new "UVWGen" file into the plugin folder of the Standalone this replaces the old file.

4. Make a shortcut of the "vray.exe". Right click on the new shortcut and choose properties.

5. Add the phrase " –server" into the target text field.

> ne for x64\bin\x64\vc101\vray.exe" -server

6. Now you can start the V-Ray Standalone by opening the shortcut.

V-Ray Settings (Workstation)

1. Open the "Render Settings" and choose V-Ray as renderer. Now click on the "Vray DR" tab and enable "Distributed Rendering". If you have an asset server, disable "assets sending to all slaves". At least add the IP of every RenderCube you like to use. Start the rendering process by clicking on "Render to Picture viewer".