

CADnetwork Render-Guide

V-Ray Distributed Rendering for Autodesk Maya

V-Ray Standalone (RenderCube)

- 1. Install V-Ray "Standalone only" on your RenderCube.
- 2. Then you have to start "change licensing settings" as administratorand 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.
- 3. Launch the V-Ray render slave.

Autodesk Maya (Workstation)

 Start Maya and open the Render Settings. Make sure that you have selected V-Ray as renderer and click on the V-Ray "Settings". Open the "System" rollout and enable "Use distributed rendering". If your local workstation should not render, disable "Use local machine". Now click on "Settings" below.

🧟 Render Settings		_ _ X			
Edit Presets Help					
Render Layer masterLayer		(C)			
Render Using V-Ray					
VRay Common VRay	GI Settings Render Elements RT Engine				
Render region division					
 System 					
Dynamic memory limit	5000				
Default Geometry	Auto 🔻				
	✔ Use global hair tree				
	✓ Use Embree				
	 Use Embree for Motion Blur 				
	 Use Embree for hair 				
	Conserve Memory				
	Use local machine				
	Ignore in batch mode				
	 Transfer missing assets 				
	✓ Use cached assets				
Cache limit type	none 🔻				
Cache limit value					
	Overwrite local cache settings				
	Settings				
	Show Frame Stamp	-			
Close					



2. Write the IP address of the RenderCube in the "Server name or IP address" field and click on "Add server". If you are using the default port, you do not have to enter the port manually.

Distributed rendering							
Server name or IP address Port number 192.168.2.222		r	Server alias/description				
	Add server	Remove	Toggle status	Edit			
192.168.2.220 192.168.2.221	20207 20207	Enabled Enabled	<no desci<="" td=""><td>ription> ription></td><td></td></no>	ription> ription>			
Limit used DR serve	rs O	(0 - no limit)	Sort list by Ser	rver name/IP address			
		Resolve servers	Close				