

CADnetwork Render-Guide

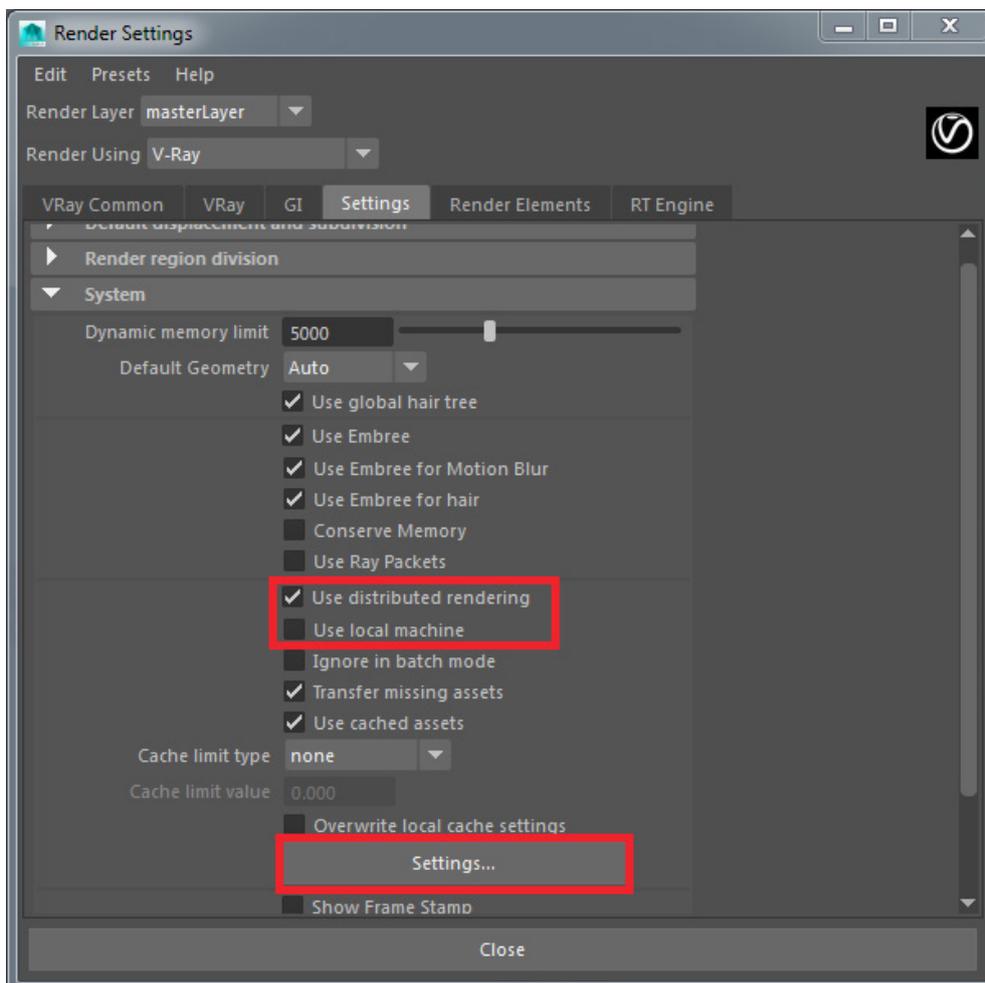
V-Ray Distributed Rendering for Autodesk Maya

V-Ray Standalone (RenderCube)

1. Install V-Ray "Standalone only" on your RenderCube.
2. Then you have to start "change licensing settings" as administrator 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)

1. 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.



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.

