

CADnetwork Render-Guide

V-Ray Distributed Rendering for Rhino

V-Ray (RenderCube)

 Install the V-Ray for Rhino Renderclient on the RenderCube and start "change licensing settings" as administrator. 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. Start V-Ray DR Spawner

V-Ray for Rhino (Workstation)

1. Start Rhino and open the V-Ray options. Click on the "System" rollout and enable "Distributed Rendering". You can disable your local machine by enable the checkbox below.

⊘ V-Ray option editor					
🕞 📤 📀 📥 Prese	ets: Choose Ca	ategor 👻Empty	• 🥥		
Global switches					
	Syst	em			
Raycaster params		Render region division	n		
Max tree depth	80 🌻	x	32		
Min leaf size	0.0 হ	Y	32	3	
Face/level coef	1.0 হ	Means	Region W/H		
Dynamic memory limit	0	Region sequence	Triangulation -		
Default geometry Auto	•	Reverse sequence		3 =	
Distributed rendering				11	
On	v	Hosts			
Don't use local machine	V				
Camera					
Environment					
Image sampler (Antialiasing)					
	DMC sa	ampler			
Color mapping					
VFB channels					
Output					
Indirect illumination (GI)					



2. Click on the button next to "Hosts" and add a server. Enter the IP address of your RenderCube in appeared text field and press ok. Add the IP of every RenderCube.

	💿 V-Ray Distributed Rendering Settings 🛛 😵 🕺						
Add server Remove server Find servers			ove server Find servers Resolve Servers				
1		Server name	IP address Status				
1		localhost					
1	V	192.168.2.220	📎 V-Ray DR Settings 🦉 🕹				
1	V	192.168.2.221	Enter host name / IP:				
		1	192.168.2.222				
•			OK Cancel				
		ОК	Cancel				