

CADnetwork Render-Guide

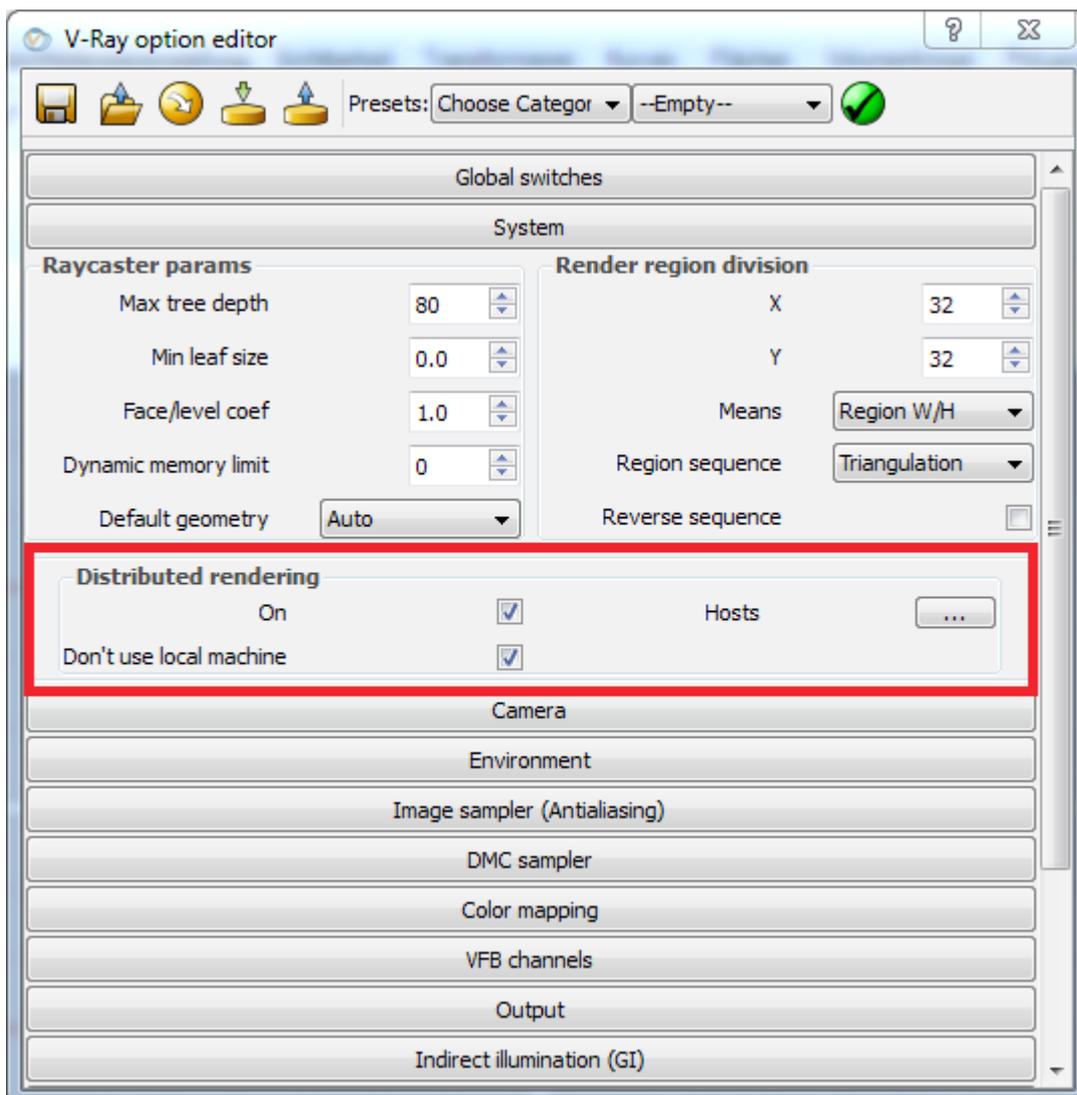
V-Ray Distributed Rendering for Rhino

V-Ray (RenderCube)

1. 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.



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.

