# CADnetwork Render-Guide

V-Ray Distributed Rendering for SketchUp

V-Ray (RenderCube)

1. Install the V-Ray for SketchUp Renderclient on the RenderCube and start "change licensing set-tings" 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.
    Launch "*V-Ray DR Spawner*".

V-Ray for SketchUp (Workstation)

1. Start SketchUp and open the V-Ray options. Click on the "System" rollout and enable "Distributed Rendering". You can disable your local machine for rendering by enable the checkbox.
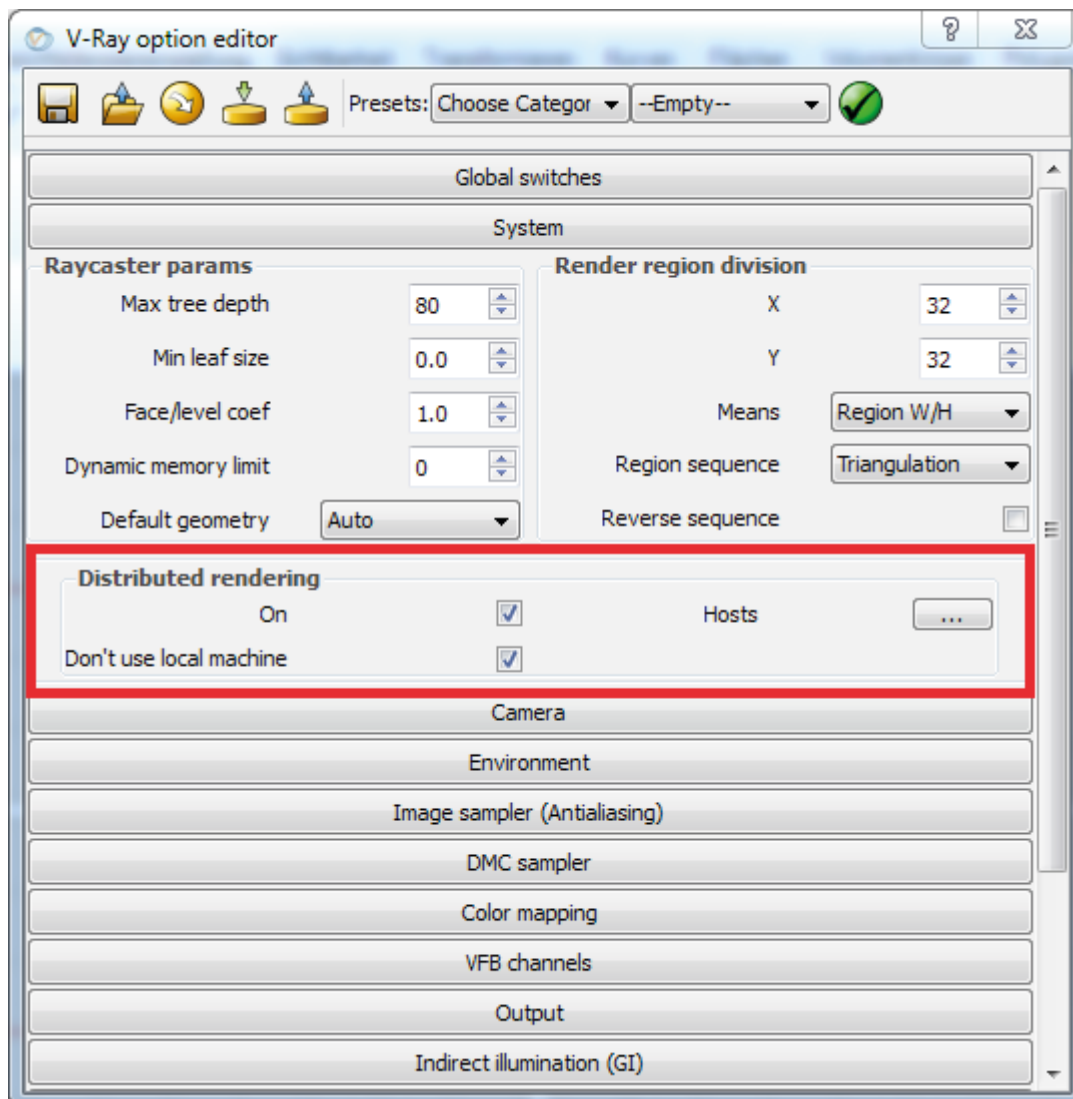
2. Open the "Hosts" and click on "Find servers". It should list all available RenderCubes below. If not, add the server manualy. Enter the IP address of your RenderCube in appeared text field and press ok. Add the IP of every RenderCube. V-Ray will mostly show your local machine in the list, make sure you have disabled it.