

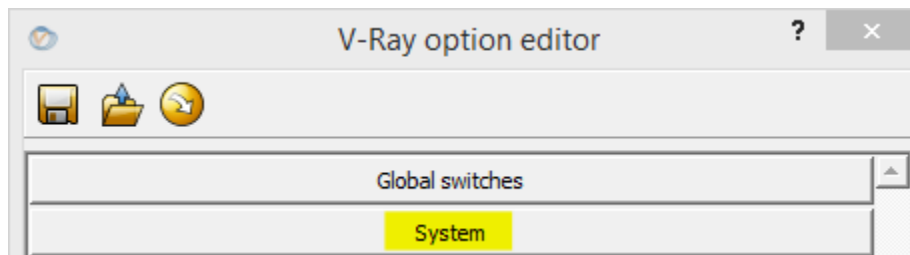
How to use the V-Ray for Rhino render farm

Use the render farm to decrease the time it takes to finish a render. The server nodes run a network rendering program called DRspawner. There is no batch rendering or render queue when using V-Ray. If the servers are busy rendering another job, it will default back to rendering on your computer.

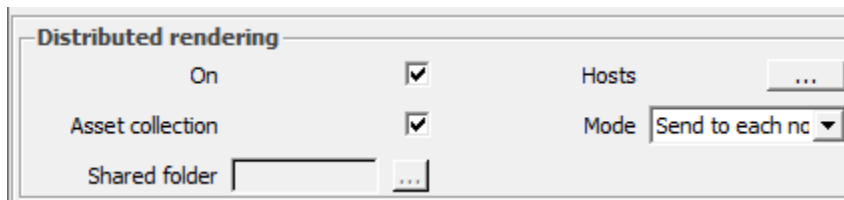
The following information describes how to setup V-Ray for network rendering.

NOTE: you need to be on the campus network for this to work.

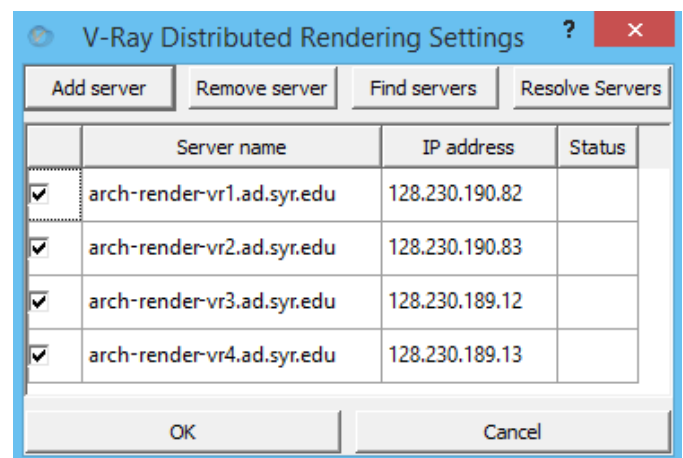
1. On Rhino's menu, click V-Ray > Options, then click System



2. Find the Distributed Rendering section.
3. Place a checkmark next to "On" and "Asset Collection"
4. Set Mode to "Send to each node"



5. Click the Hosts ... button
6. Click Add server
7. For host name enter:
arch-render-vr1.ad.syr.edu
8. Add the rest of the servers:
arch-render-vr2.ad.syr.edu
arch-render-vr3.ad.syr.edu
arch-render-vr4.ad.syr.edu
9. Click Resolve servers. It should fill in an IP address for each server. If not, make sure you spelled the server names correctly.
10. IMPORTANT: place a check mark in the box to the left of each server



11. Click OK to close the render settings windows.
12. Renderings will now be done on the servers instead of on your computer. The render progress window will show something similar to 'Server 128.230.190.82: Starting frame 0' and/or 'Server 128.230.190.83: Starting frame 0' at some point.
13. Textures and materials are automatically sent by your computer to the server as long as they are available on your computer.
14. If the servers are busy rendering other V-Ray jobs, your computer will default back to running the render locally.
15. You must keep the V-Ray render progress window open during the rendering process.
16. If you get black squares on your output window and the render is done, you may want to try again.

Fun fact: a typical lab computer has 4 cores available for rendering. The render farm has 32 cores, similar to having 8 extra computers at your disposal.