

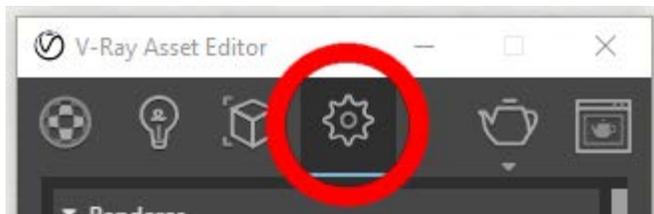
How to use the V-Ray Swarm (RenderFarm) with Rhino

Use the Swarm to decrease the time it takes to finish a render. The Swarm is built with dedicated computers (nodes) that do nothing but assist in rendering. If the Swarm is busy rendering another student's job, it will default back to rendering on your computer.

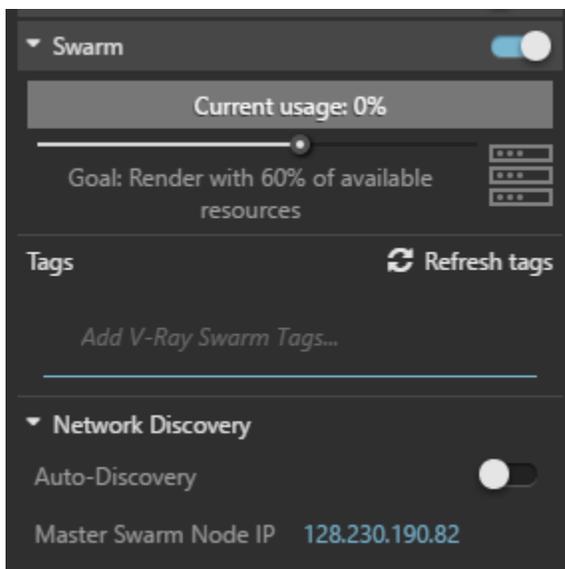
The following information describes how to utilize the Swarm.

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

1. On Rhino's menu, click V-Ray > V-Ray Render and Options > Asset Editor.
2. When the Asset Editor opens, click on the Settings icon (gear wheel).



3. Scroll down to the Swarm section (at the bottom).
4. Enable the Swarm using the slider.
5. Under the Network Discovery area, disable Auto-Discovery using the slider, and set the Master Swarm Node IP to 128.230.190.82



6. That's all there is to it. Renderings will now be done on the servers instead of on your computer. The V-Ray Progress Window will provide detailed info about the process. You'll probably see messages like:

```
Server 128.230.189.13:20208: Scene loaded; starting render  
Server 128.230.189.13:20208: Starting frame 0
```

which are the nodes working on your job.

7. Textures and materials are automatically sent by your computer to the Swarm as long as they are available on your computer.
8. If the Swarm is busy rendering other V-Ray jobs, your computer will default back to running the render locally.
9. You must keep the V-Ray Progress Window open during the rendering process.

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.