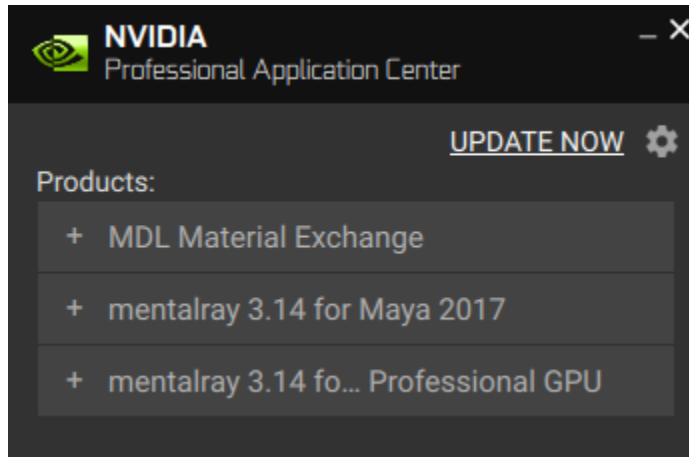


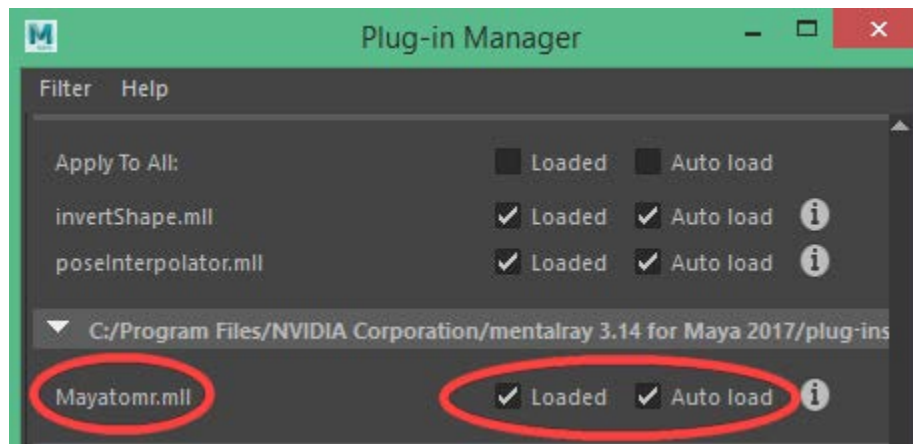
## How to use the Mental Ray for Maya 2017 render farm

Mental Ray is a plugin for Maya 2017 on the lab computers. In order to render using the farm, follow these steps:

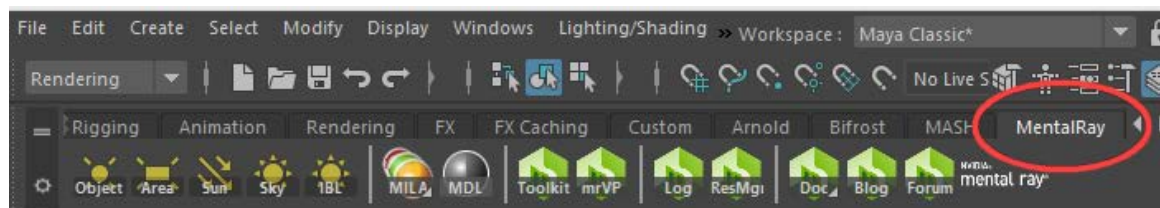
1. Start Maya 2017.
2. If at any point the Nvidia Professional Application Center appears, just close it.



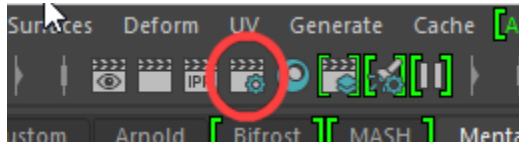
3. In Maya, on the menu, click Windows > Settings/Preferences > Plugin Manager.
4. Scroll down to 'Mayatomr.mll' and place a checkmark next to Loaded and Auto Load, then click Close.



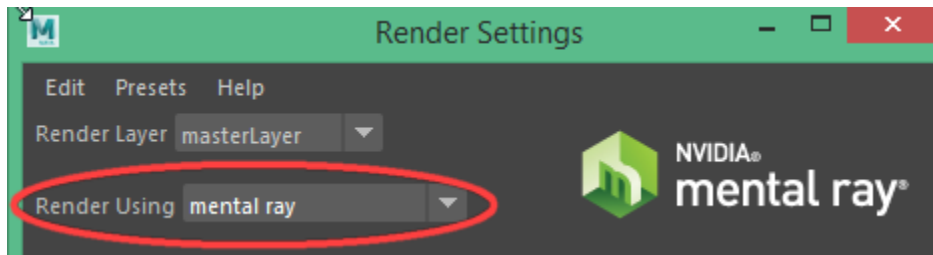
5. A mental ray tab should now appear on the shelf.



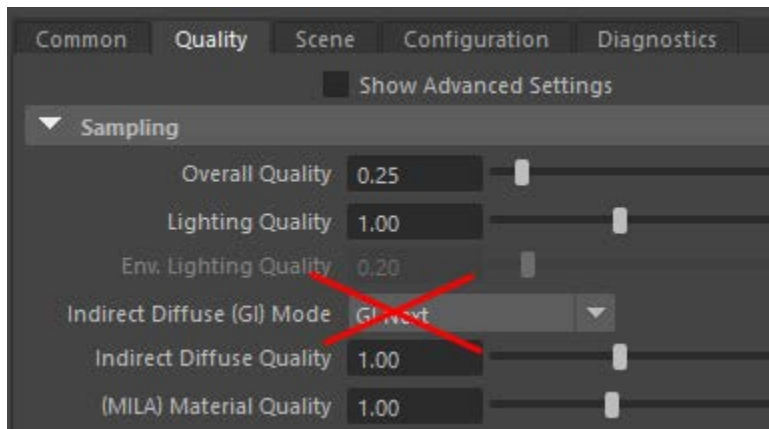
6. On the main modeling toolbar, click the 'Display render settings' icon (which is displayed below the UV menu item).



7. In the Render Settings window, change Render Using to 'mental ray'

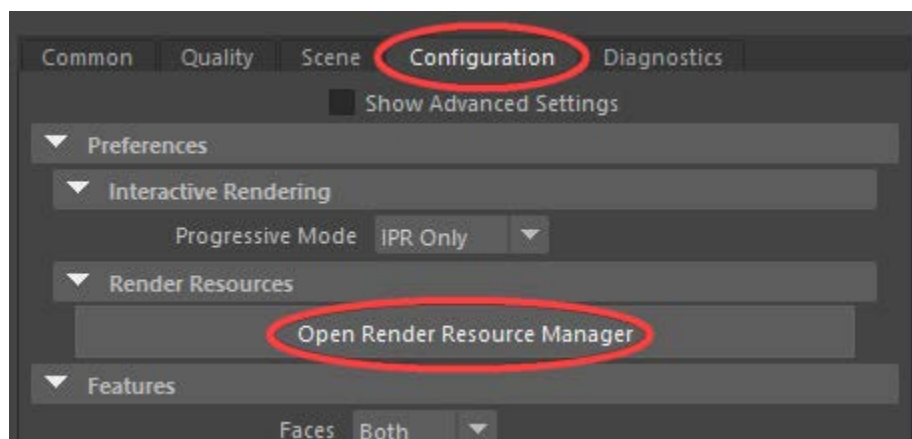


8. WARNING: Don't enable 'GI Next' global illumination mode under the Quality tab when using the farm. It will crash the satellites. Only use this if rendering locally.

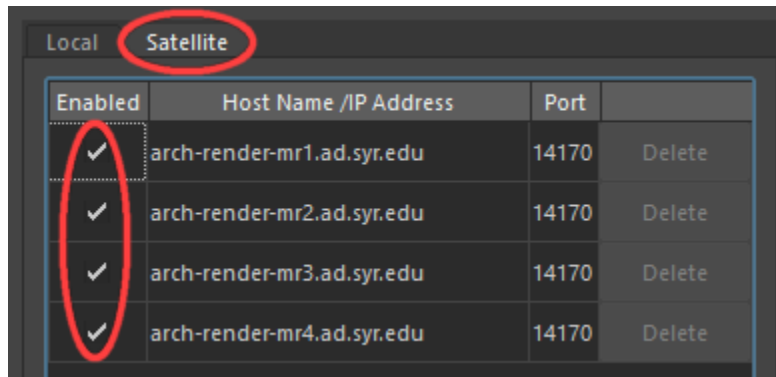


9. Click the Configuration tab.

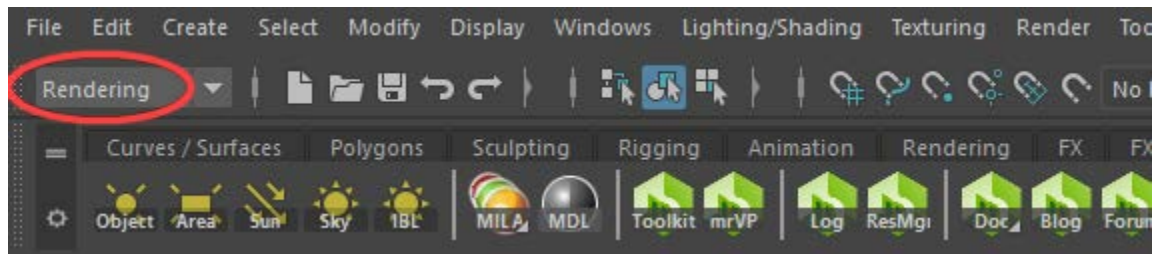
10. Click 'Open Render Resource Manager'.



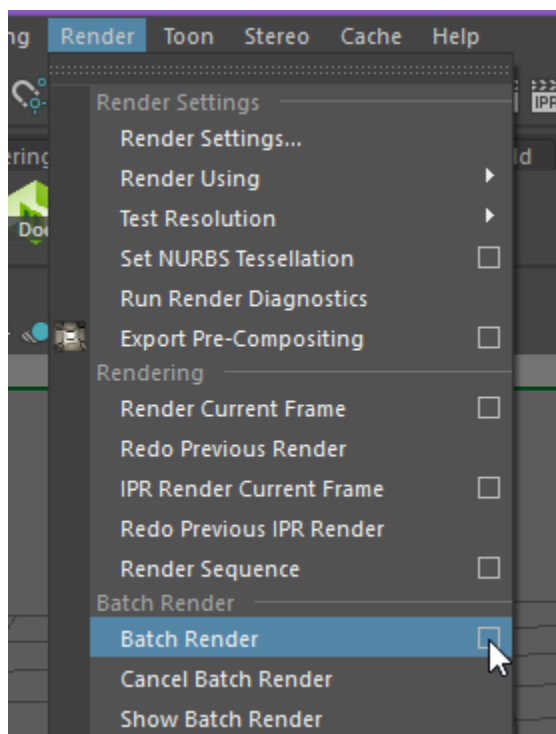
11. Click the Satellite tab. You should see up to eight render nodes (satellites) named arch-render-mr1, arch-render-mr2, etc.
12. The nodes/satellites have to be enabled to use them. Under the Enabled column, click each of the nodes to enable them. It will only let you enable satellites that are online and ready for use.



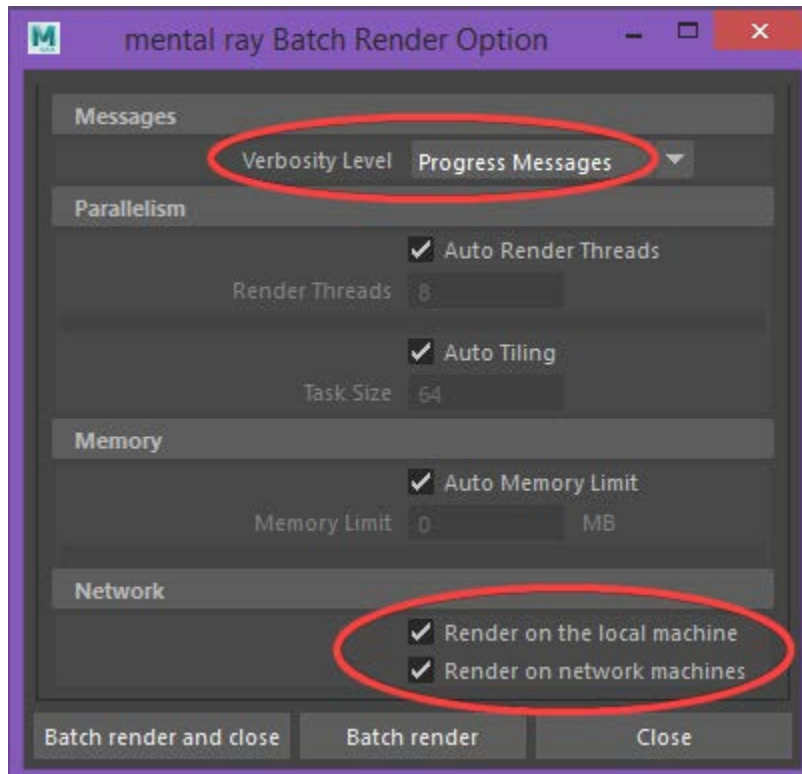
13. To submit a batch render, first switch the main toolbar from Modeling to Rendering.



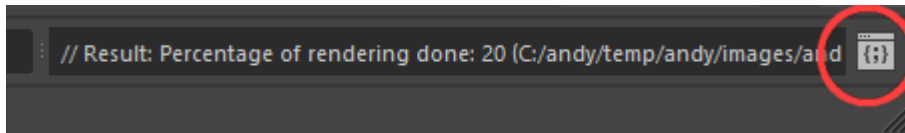
14. On the menu, click the small checkbox next to Render > Batch Render. This will open the Batch Render Option window.



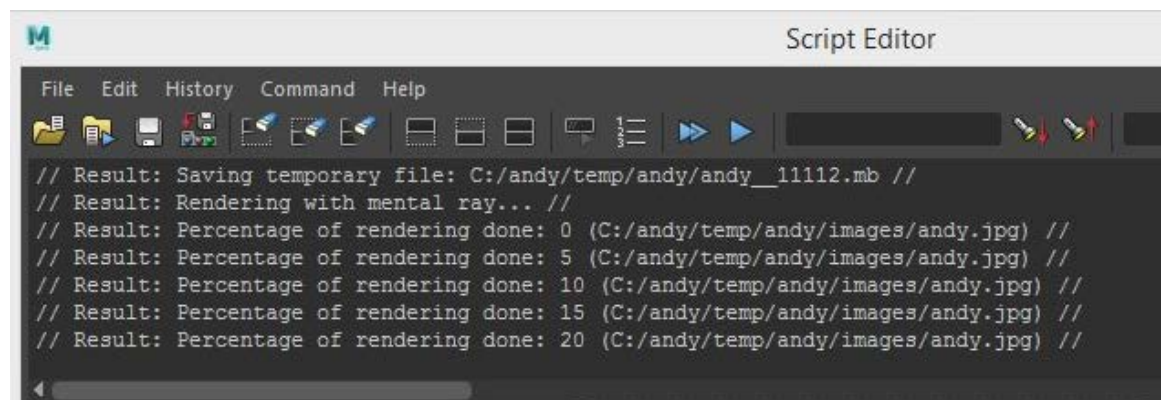
15. Under Messages change the Verbosity Level to 'Progress Messages'. This will track the progress in percentage of your render. Also verify that 'Render on network machines' is checked. You can also render on the local machine but the computer will become very slow as it devotes its resources to rendering.



16. Check the progress at the bottom of the Maya window. Get more detailed info by clicking the Script Editor button in the lower right.



17. The script editor shows detailed progress info.



18. Pick up your completed renders inside the Images folder, which is usually in Documents\maya\projects\[project name]\images.
19. Note: you must stay logged in and connected while rendering.