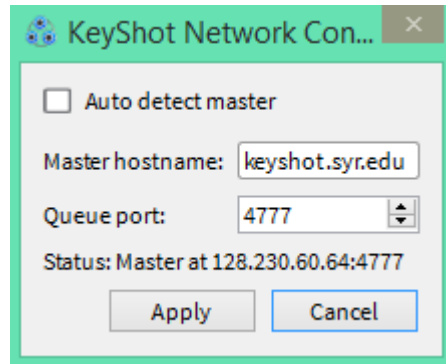
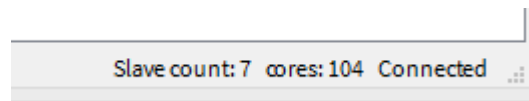


## How to use the KeyShot render farm

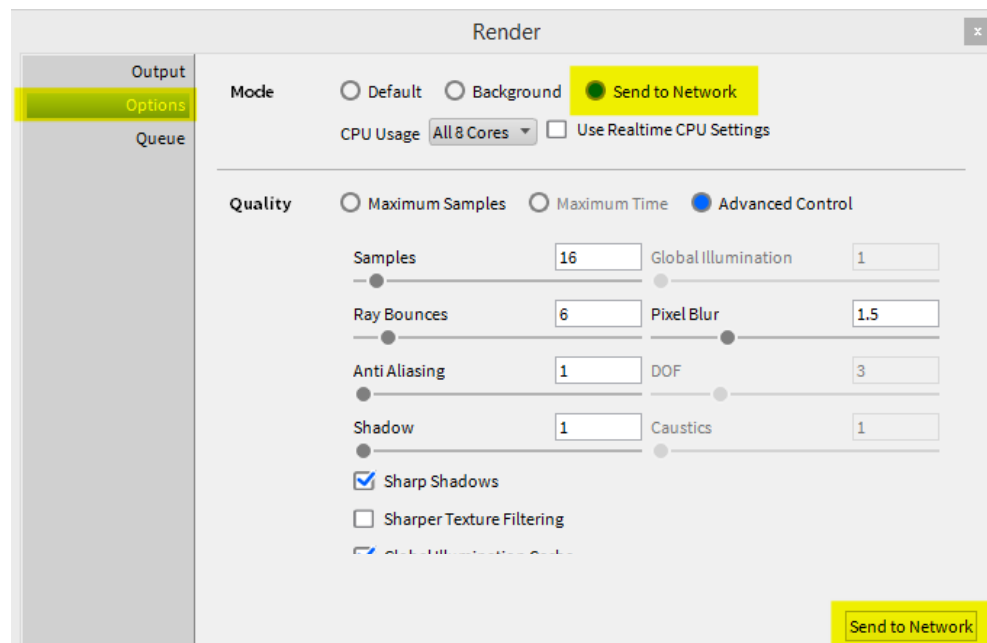
1. Open the KeyShot 6 Network Queue program (under the Windows Start button)
2. Click File > Connection Settings
3. Uncheck 'Auto detect master' and enter the following settings:
  - a. Master Hostname: keyshot.syr.edu
  - b. Queue port: 4777



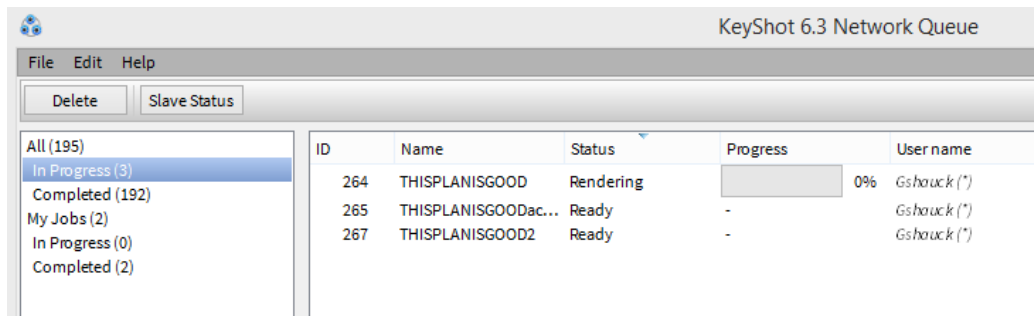
4. Click Apply and then look in the lower right corner of the queue window. It should say something similar to "Slave count: x Cores: xxx Connected".



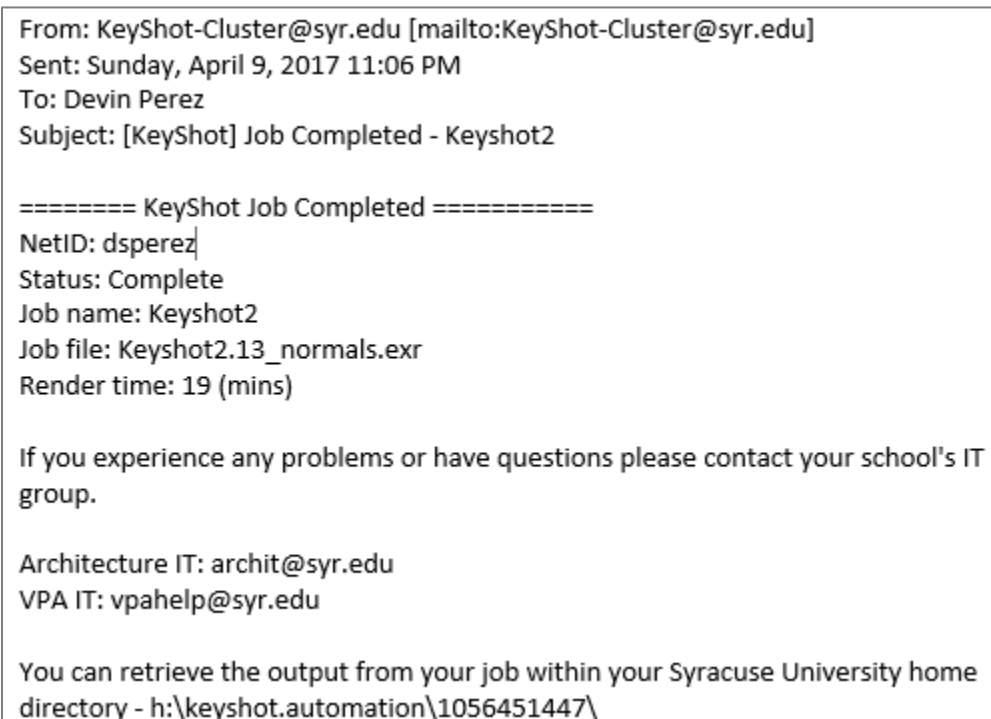
5. Close or minimize the queue window.
6. Start KeyShot 6 Floating and load the file you want to render.
7. Click Render > Render. Under Output, adjust settings as needed.
8. Under Options, change the Mode to "Send to Network". Once you change the Mode, the button in the lower right corner of the Render window will change from "Render" to "Send to Network".



9. Adjust any additional settings under Options, then click the Send to Network button to start the render.
10. Go back to the KeyShot 6 Network Queue program and your render should appear on the list after a few moments. It may not appear right away so give it a little time.
11. Once it starts to render, you can check the progress and estimated time to completion. Note that this estimate can fluctuate wildly so perhaps check back again in an hour for a more accurate estimate.



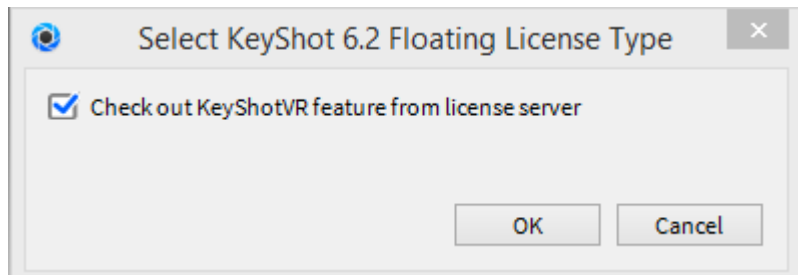
12. You can logout of the computer once the render is queued.
13. When the render is finished, you will receive an email alert to your syr.edu email address. The finished render file(s) will automatically be placed in your home folder (H drive) in a folder called "keyshot.automation". [It's no longer necessary to go back to the computer where you submitted the render to pick up your job.]



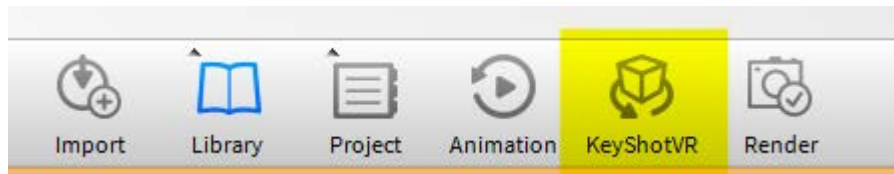
See next page for KeyShot tips.

## KeyShot Tips

- KeyShot VR is not enabled by default; here is how to enable it:
  - In KeyShot, click Help > Select Floating License Type.
  - Enable 'Check out KeyShotVR feature from license server' and click OK.



- KeyShot will then restart with KeyShotVR enabled. Notice the VR icon on the bottom toolbar is active.



- KeyShot does not support importing animated lights from Maya. However, light animations may be applied in KeyShot. Try using the color animation mode in Keyshot. Black = lights off; white = lights on.
  - See this link for info about animation nodes:  
<https://luxion.atlassian.net/wiki/display/K6M/Animation+Node+Types>
  - This video covers animated lighting in KeyShot:  
<https://www.youtube.com/watch?v=SDfmvsDEGd8>