

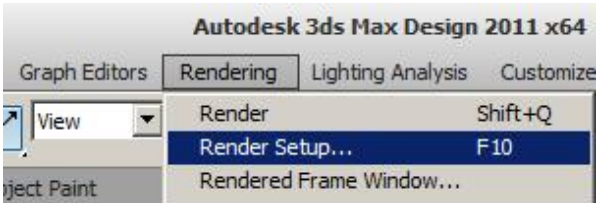
How to use the Renderfarm (Single frame)

This tutorial assumes that you have already set your lighting and your file is ready to render

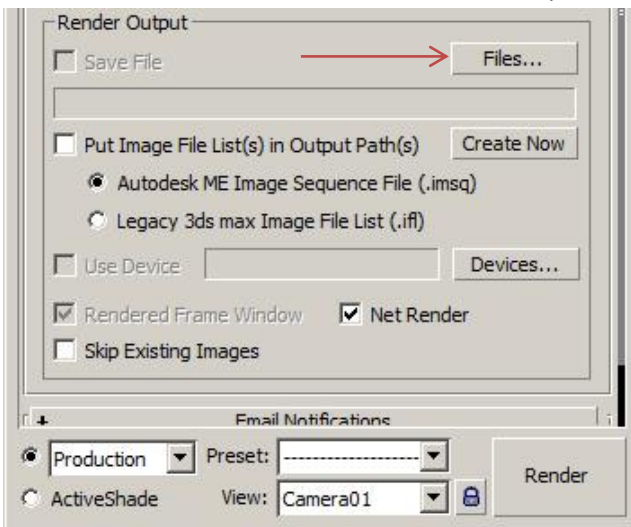
1. Select Start and type **netrender** in the search box and then press enter



2. Then open your file with Autodesk 3ds Max
3. Select the Rendering tab. Then select Render Setup



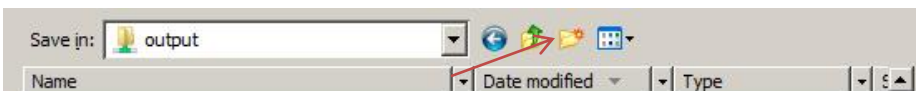
4. Select the Files box located under Render Output



5. Under filename type **\\nr_manager\output** and press enter

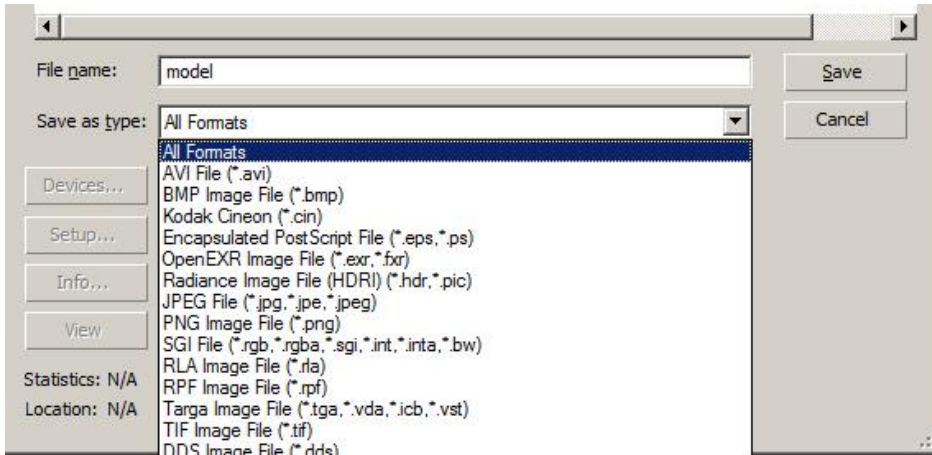


6. Now create a new folder by selecting the new folder icon and typing your username for the name of the folder.



7. Double click on your newly created folder and type the name of your file and select what type of output format and then select save

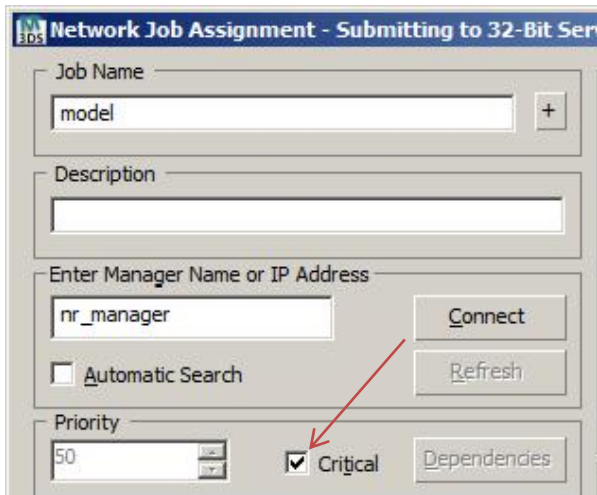
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8. Select the drop down menu to the right of Render. Then select "Submit To Network Rendering"

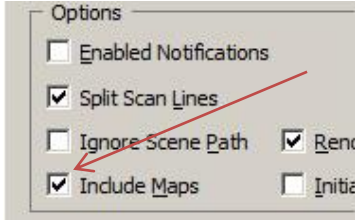


9. A new window will come up. Type in the name of your file under Job Name. Then uncheck Automatic Search and type **nr_manager**. Finally check Critical.

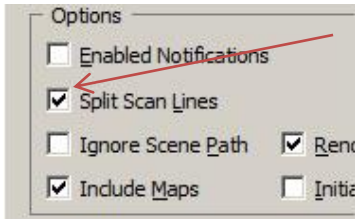


10. Select Include Maps

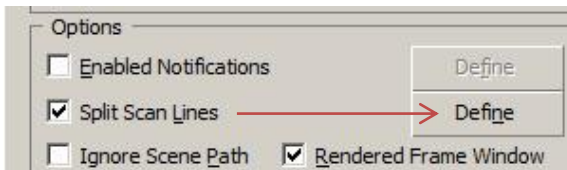
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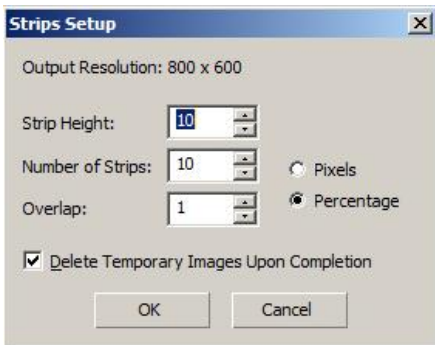
11. **Optionally** you can split your render into strips for faster render times. Select Split Scan Lines under Options



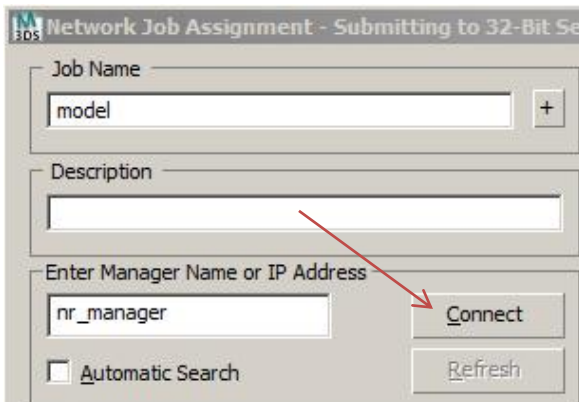
12. Select Define



13. You can change the Strip Height, Number of Strips, and overlap. Remember the maximum number of strips you can have is 30.

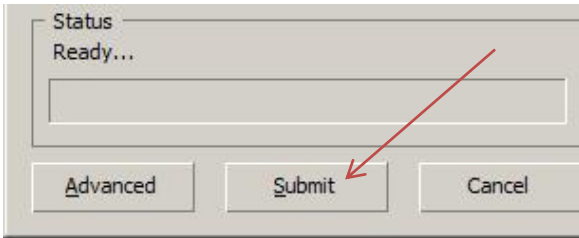


14. Select Connect

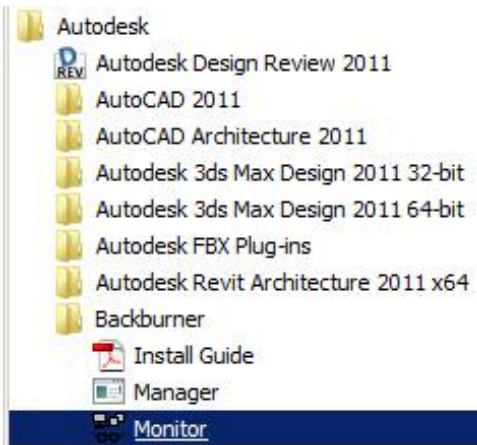


15. Select Submit

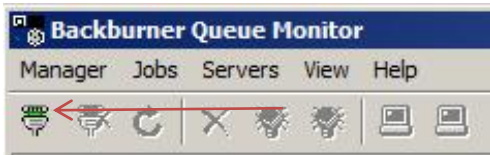
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16. Select Start>All Programs>Autodesk>Backburner>Monitor



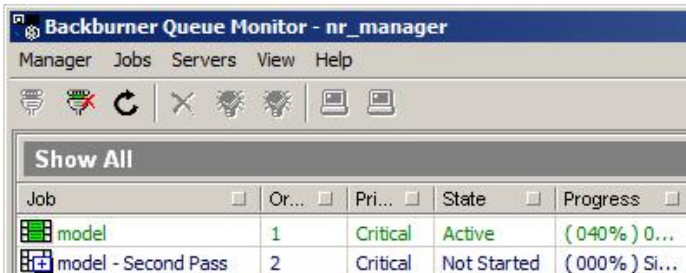
17. Select the connect icon



18. Type **nr_manager** and select OK

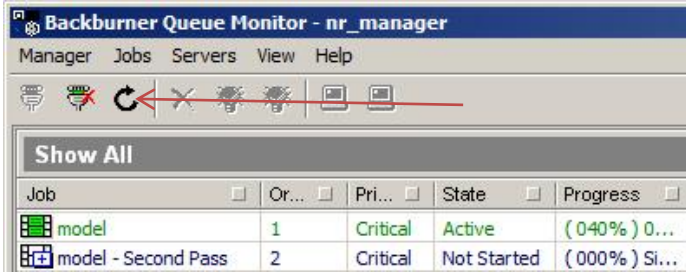


19. You will now see your job under Show All



20. To refresh the progress of the job press the refresh button

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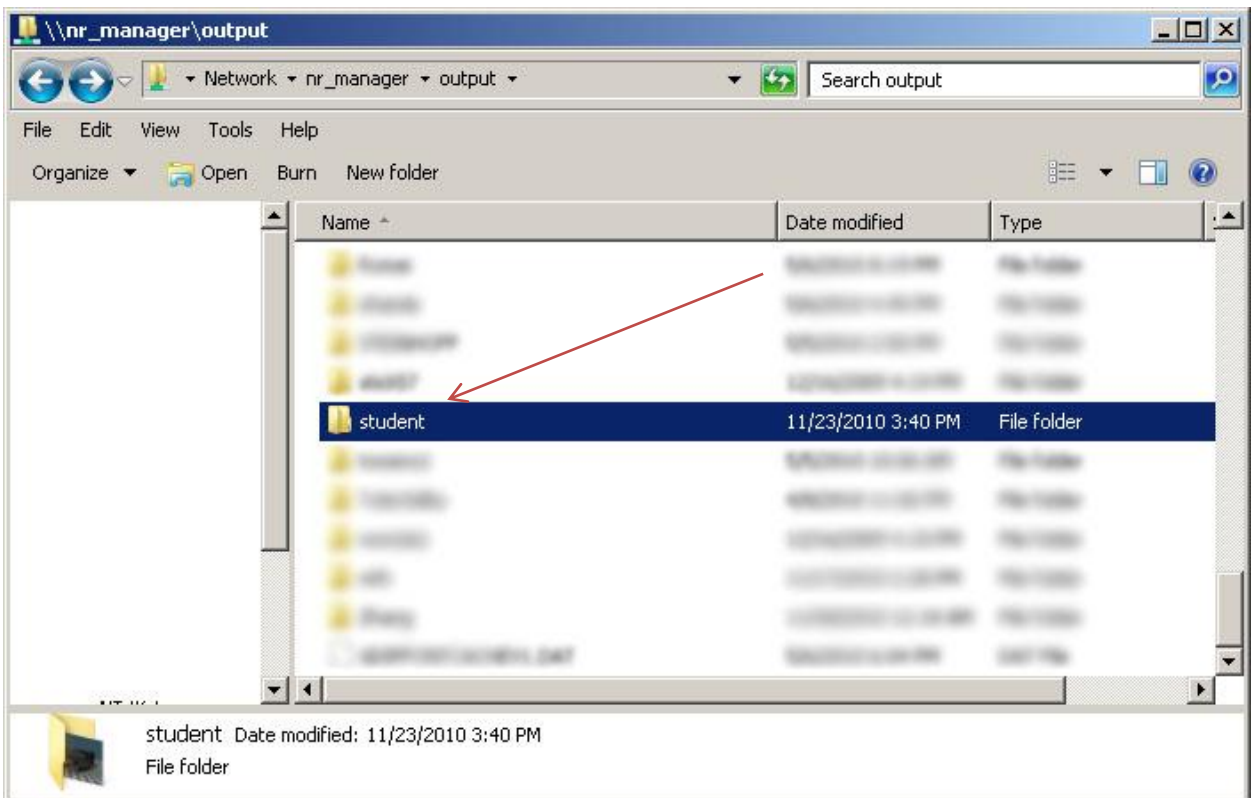
21. If your job fails its most likely because your file missing mapped textures. You will need to relink the maps or delete them out of your file.
22. Once the job completes open Computer



23. Type `\\nr_manager\output\` and press enter

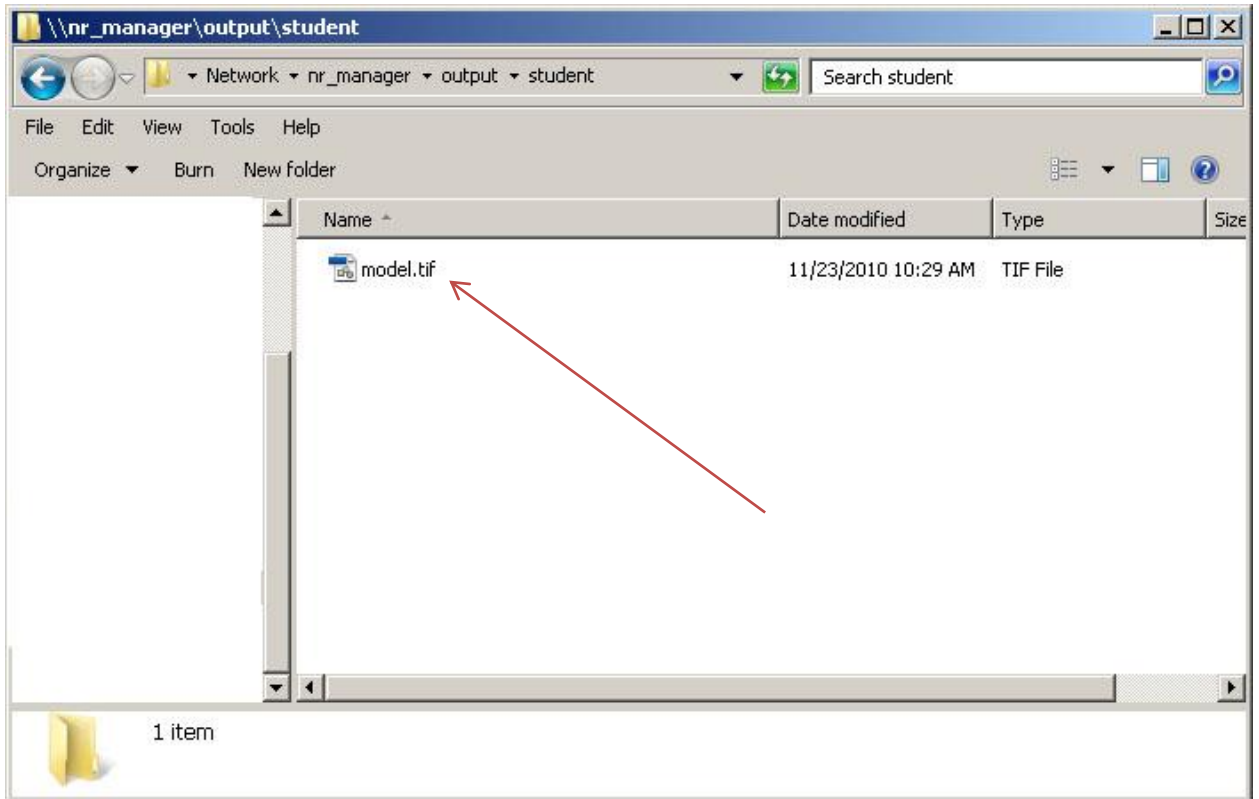


24. Find the folder that you created and open it.



25. Copy your Rendering to your desktop or portable drive.

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26. Done