

How Do I....

Use the C4D Render Farm

- Open in a web browser:
 - <http://137.99.150.219:8080/>
- Click on Jobs at the top menu
- Create a Render Job
 - Click +Add Job
 - Name your Job
 - Always start with your name and the shot you will be rendering
 - For example: DPejril_renderTest1
- When rendering on the Render Farm, you don't need to name your render in the
 - Render Settings> Save
 - Only need to set the image format
 - The Render Farm will use your Scene Name for the File Names
- Add C4d file for the Job (no textures)
 - Click the Assets Tab
 - Click +Add Files...
 - Navigate to your C4d scene file on your computer
 - When C4d file is added then click Upload
 - Your file will be uploaded to the renderFarm
- Begin the Render
 - Click the Blue Start button
 - The render status will update on the Left side
 - Preparing...
 - In Progress (with a % finished)
 - Complete when done rendering
- Review your render
 - In the Results tab
 - Click on the Image Icon to the Left of your render to View
 - Navigate using the arrows to go through multiple frames

- Click the X to get out
- Retrieving your render (Single Frame)
 - Click on the Results Tab
 - For a Single Frame
 - Click on the Blue Download button to the Right of the Rendered Image
 - Set the directory you would like to save your file
- Delete a Job
 - When you have retrieved your Render, please immediately delete the Job from the Queue
 - This way we can keep things clean
 - Jobs left in the queue will be deleted
 - Select your Job
 - Click the Red X Delete button at the upper Right
- Add C4d File and Textures
 - Click the Assets Tab
 - Add your C4d file
 - Add Textures from 'tex' folder
 - Click +Add Files...
 - Select all of the textures from the tex folder
 - Click the white Upload all button
 - When complete.... start the render
- Retrieving an Animation Render (Image Sequence)
 - Set up your Job and render
 - When complete, the Results tab will show all of your renders
 - Click the Blue Prepare *.ZIP button to create a Zip file of all of the renders
 - When complete, the Zip file will be the top item in the file list
 - Click the Blue Download button to save to your computer
- To access the Render Farm off Campus
 - You need to go through the UConn VPN
 - <https://kb.uconn.edu/space/IKB/10907091023/Cisco%20AnyConnect%20VPN>
- Render Farm Etiquette
 - When creating a Job on the Render Farm
 - Always start the name of your job with your name
 - example: JSmith_RenderTest; or JohnSmith_RenderTest
 - Please do not touch any job that is not yours.

- Do not...
 - change priority for any jobs
 - delete any jobs
 - stop any jobs
- If there is a problem on the Render Farm
 - Send me an email explaining what is going on
 - I will help and fix the situation
- If the Render Farm becomes unresponsive
 - Try refreshing the page
 - If it still is unresponsive
 - Contact Mike Vertefeuille and cc me on the email
 - "Vertefeuille, Michael" <michael.vertefeuille@uconn.edu>
- Do not leave your jobs on the Farm
 - Once it is completed, please download and delete the job right away
 - If you stop a job, either start it again shortly after or delete the job
- Any completed jobs not deleted will be deleted after a few days
- Please don't leave completed renders up there, you may lose them
- The Render Farm can speed up the Render Process...
 - However, if you wait until the last day, there may be a high number of renders processing
 - This sometimes leads to instability on the Farm
 - The Render Farm can only render 1 job at a time, first come first serve
- Render Times
 - Do not send a job that will take an inordinate amount of time to process for instance: 12 hours
 - Any job that is taking too long, I will stop the job and notify you to modify your render settings to speed things up