

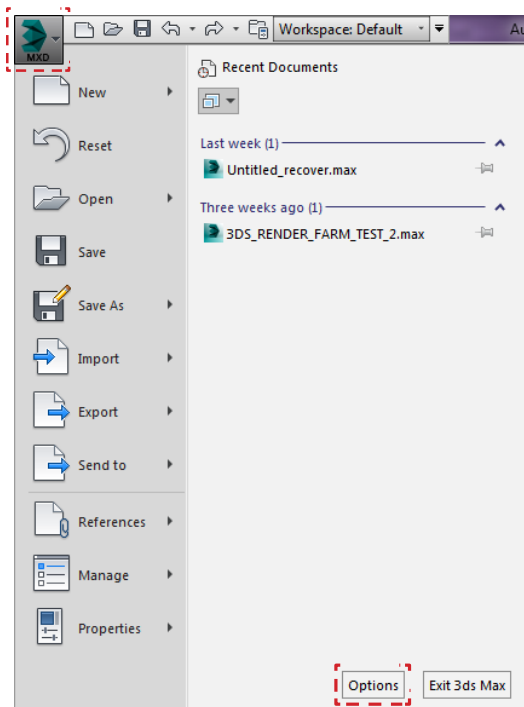
## Render File Preparations

1. Open an existing 3ds Max (.3ds) file or create new.
2. Save your 3dsMax Project (.3ds) to the **RENDERMATES network drive [Render (R:\)]** with the folder name **nim\_nama (eg: 1701533783\_Melki)**. All projects to be rendered on the render farm must be saved to this network drive.

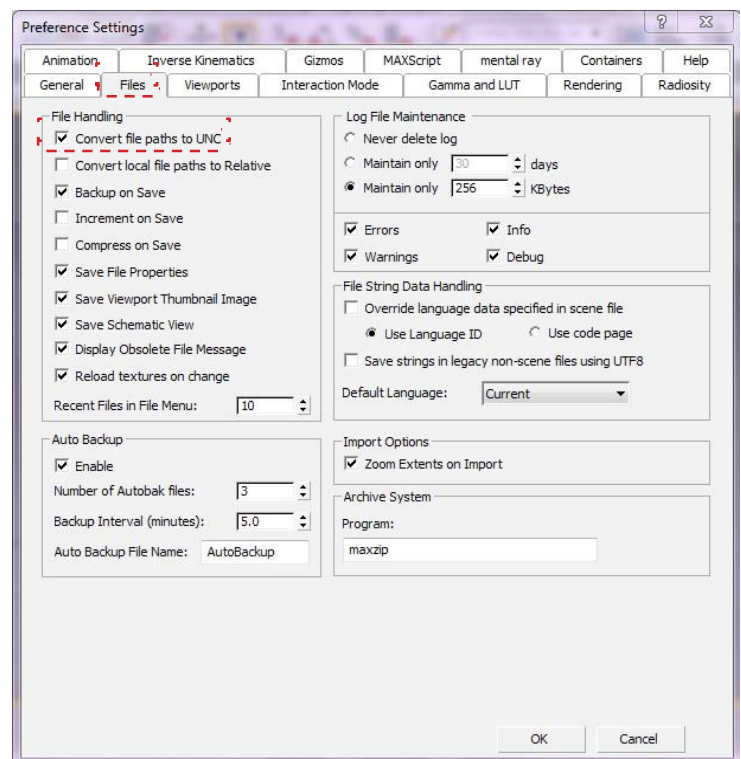
Note:

\*It is recommended to save multiple versions of the document for archiving purposes. In the event a file becomes corrupt, an older version may be used minimizing the amount of lost work.

3. Under the **3ds Max Home** button choose **Options**.

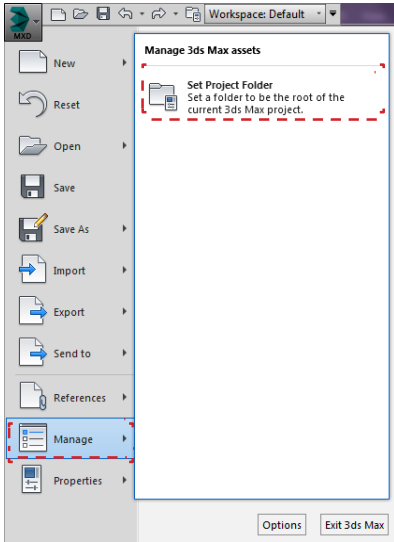


4. In the **Files Tab** select "Convert file paths to UNC" (Universal naming convention) and then hit OK to close.



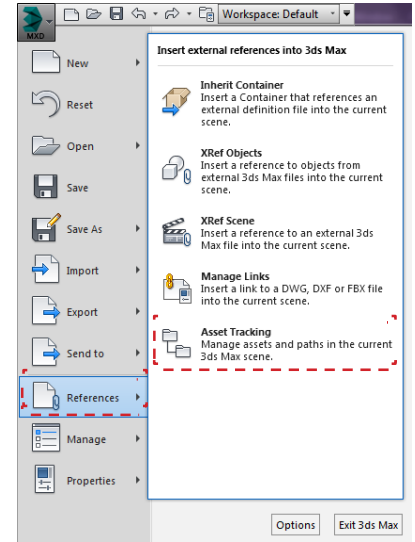
**Guidelines for Render Farm Setup using Autodesk 3ds Max 2015  
BINUS University School of Design, Animation Program (RENDERMATES)**

- Under the **3DS Max Home** button choose **Manage > Set Project Folder**.
- Navigate to **RENDERMATES network drive [Render (R:\)]** location containing the previously saved 3ds file. Click **OK**.

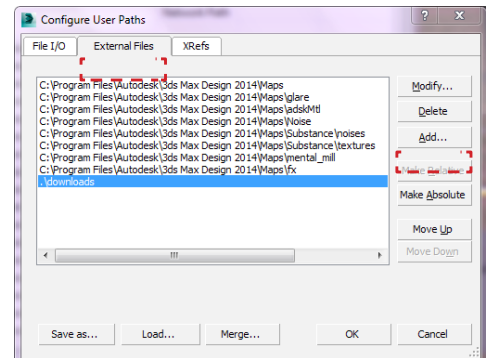
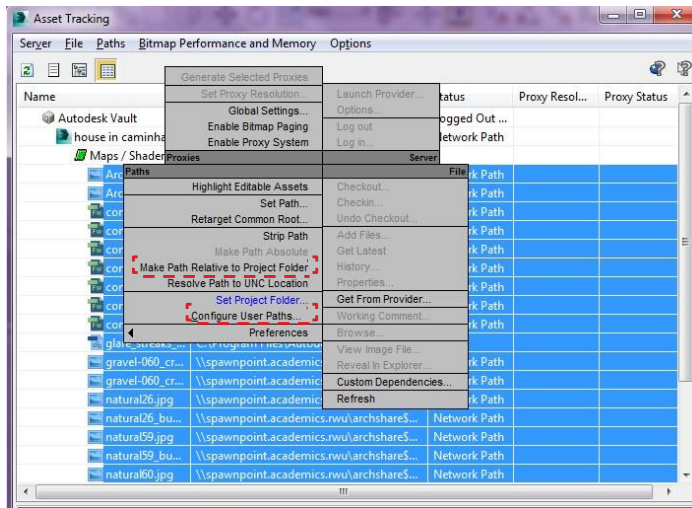


*Note:*  
This action will create a full set of project folders including one named "renderoutput." This is where all rendered images from the SAAHP Render Farm will be directed/saved to.

- Under the **3DS Max Home** button select **References > Asset Tracking**.

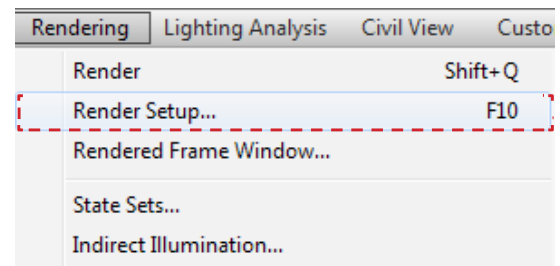


- Select all files under **Map/Shaders, Outputs** and **Render Output**.
- Right-click* and choose **Make Path Relative to Project Folder**.
- Again, select all files and *right-click*, this time choosing **Configure User Paths**.



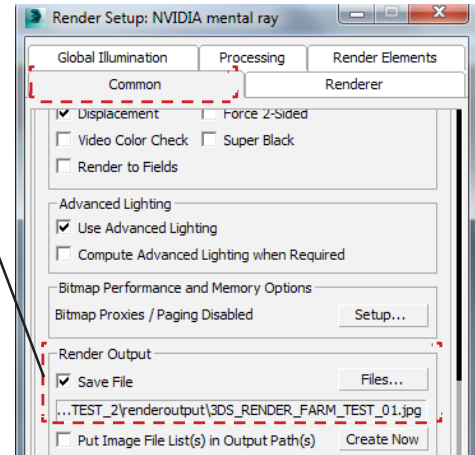
- Select the **External Files** tab.
- Click **Add...** and choose the user folder on the **RENDERMATES drive**.

- Save file using **File > Save** or (Ctrl+S)
- In the **Rendering** menu select **Render Setup...**  
This will open the "Render Setup: NVIDIA mental ray" dialog box.



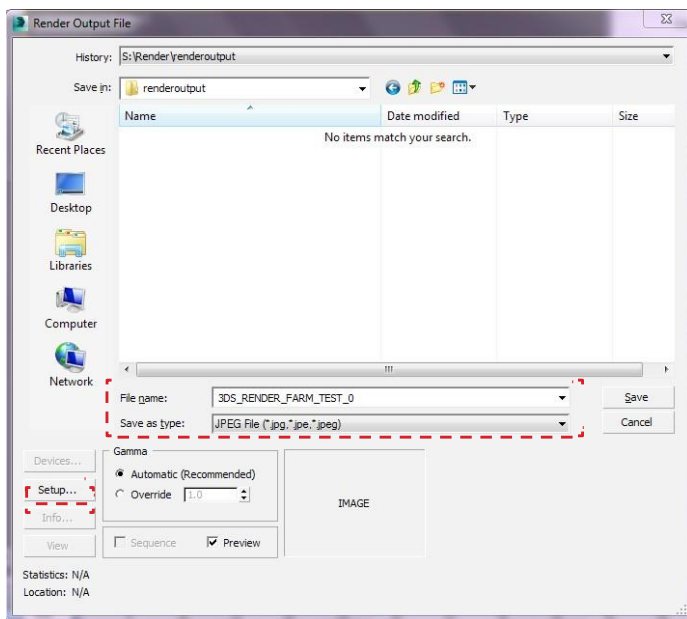
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15. Under the “Common” tab, scroll to the bottom of the “Render Setup: NVIDIA mental ray” dialog box.
16. In the **Render Output** section place a check mark next to Save File.
17. Using the **Files...** button, select the new renderoutput folder created on the **RENDERMATES network drive**.



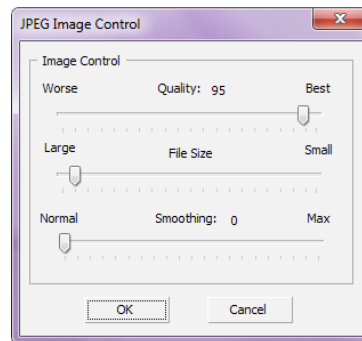
Notes:

- \* Before proceeding, double check all render settings for materials, textures, lighting, etc.
- \*\* It is recommended a single frame render is made to verify all correct render settings prior to sending render job via backburner to SAAHP render farm.



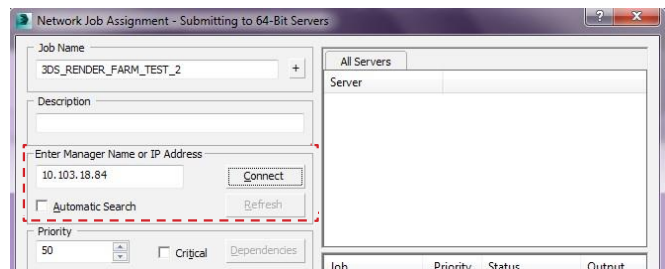
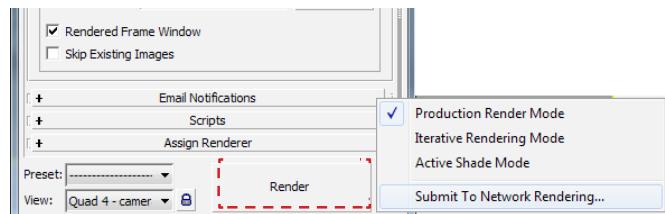
Create a **File Name** and select a **Save Type** for the rendering.

To change settings of **Image Control** select **Setup** on the lower left



**Sending render job to RENDERMATES Render Farm using Autodesk Backburner with 3DS Max**

18. At the bottom of the “Render Setup: NVIDIA mental ray” dialog box. Choose **Render > Submit to Network Rendering**.
19. Enter Manager Name or IP Address:  
**Manager Name: 10.21.12.20  
or Shion**
20. Deselect “Automatic Search.”
21. Click **Connect** button.



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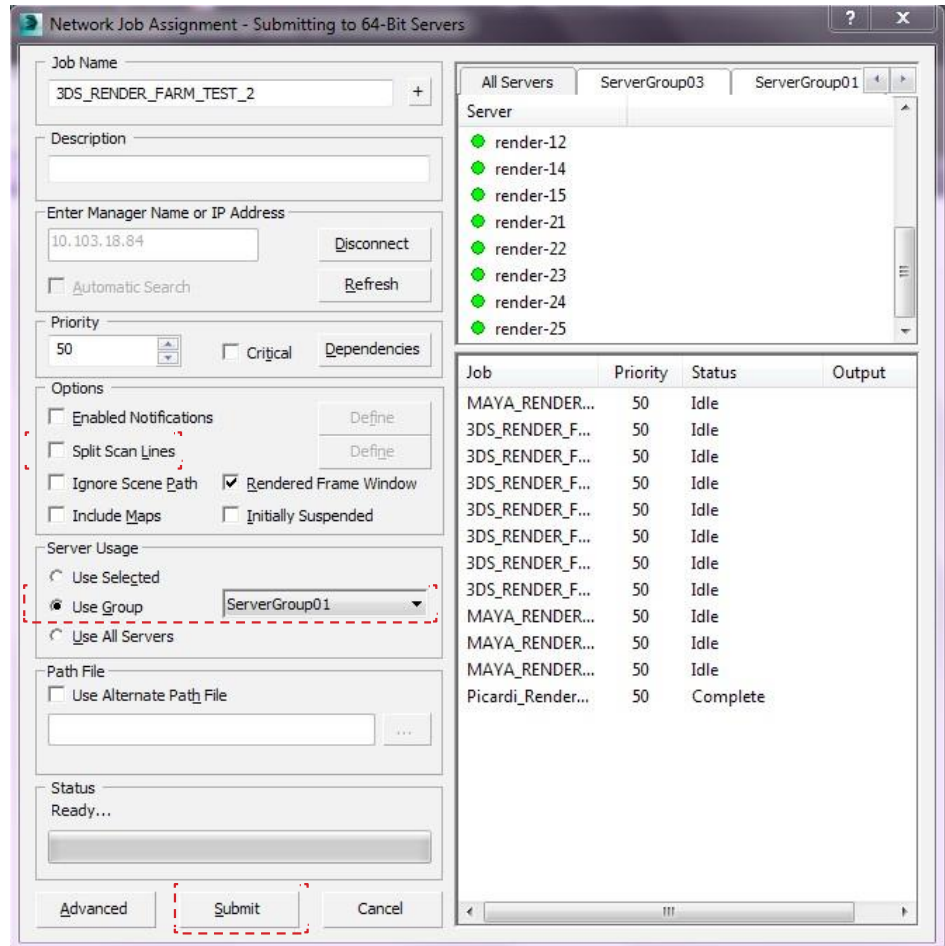
22. Under “Server Usage”, select “Use Group” and select **ServerGroup01**, **ServerGroup02**, or **ServerGroup03** depending on availability.

Check “**Split Scan Lines**” to divide a single frame into multiple strips to speed up processing job (optional).

Under **Server Usage** choose desired server group for job submission.

**Note:**  
**\*Do not select “Use All Servers.”**

23. Select **Submit**. Renderings will appear in “renderoutput” folder once completed.



Server Group 01	Server Group 02	Server Group 03
RN-01	RN-11	RN-21
RN-02	RN-12	RN-22
RN-03	RN-13	RN-23
RN-04	RN-14	RN-24
RN-05	RN-15	RN-25
RN-06	RN-16	RN-26
RN-07	RN-17	RN-27
RN-08	RN-18	RN-28
RN-09	RN-19	RN-29
RN-10	RN-20	RN-30

24. Once render job has been submitted to **RENDERMATES Render Farm** the active .3ds file may be saved and closed without interrupting render output.
25. Use **Backburner Monitor** to check on render status. (refer to separate guide for Backburner Monitor use)

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**General Use Guidelines/Notes:**

- Before submitting a large render job to Autodesk Backburner, it is recommended to batch render a single image on the local machine or backburner first to verify that all render settings are correct.
- Use a single server group at a time for render jobs.