Blender - Rendering on the farm

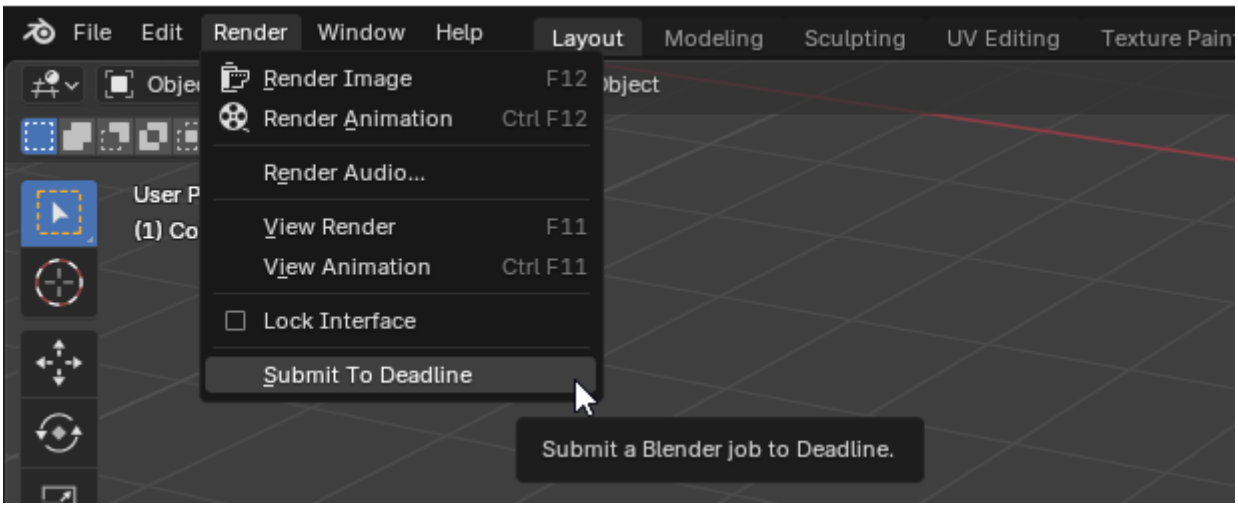
Blender is supported on our Deadline render farm. The farm renders only our officially supported version

Before you submit

- Save your .blend file on our storage server. A file that isn't saved, or is saved on a local drive, can't be submitted.
- All files your scene uses (textures, HDRIs, linked libraries, caches, ...) have to be on the storage server too. Textures and sounds can also be packed into your .blend with *File > External Data > Pack Resources*. Linked libraries, movie clips and VDB volumes can't be packed.
- Set the output path in *Output Properties* to a folder on the storage server. Local drives (like C:\) don't work on the farm.

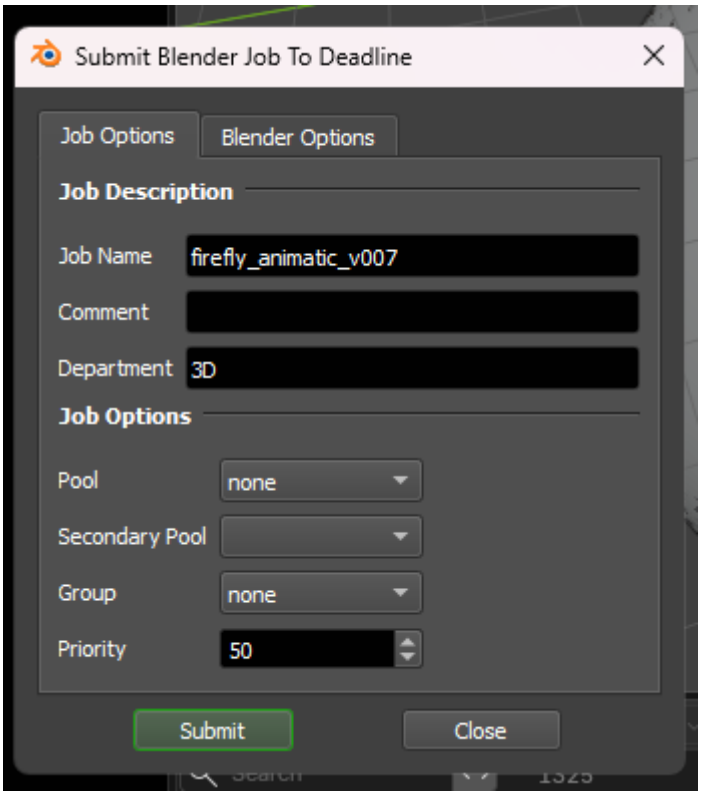
Submitting

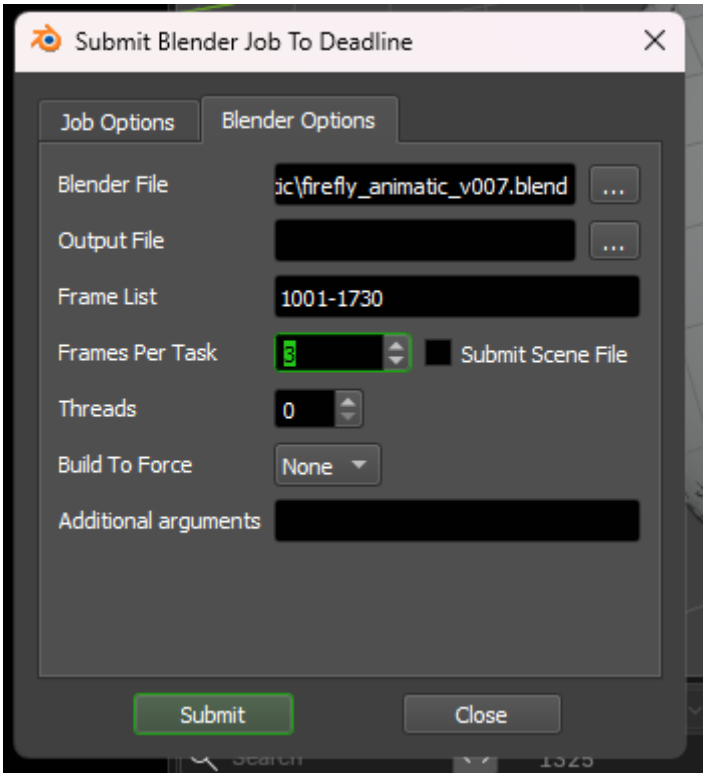
Click *Render > Submit To Deadline* in the top menu bar.



Do some files in your scene point to a local path? Then you first get a list of them. Press *OK* to submit anyway, or close the window and fix them first.

After a few seconds the Deadline submission window opens. Most fields are already filled in for you:





Job Options tab:

- **Job Name:** the name of your job in the Deadline Monitor. Filled in with your file name.
- **Comment:** shown in the Comment column of the Monitor. Optional.
- **Pool / Group:** leave these on *none* unless you've agreed otherwise with your render managers.

- **Priority:** jobs with a higher priority are picked up first when a PC is free. Don't change it unless you've agreed on a different number with your render managers.

Blender Options tab:

- **Output File:** leave this empty to use the output path from your .blend file.
- **Frame List:** the frames to render, filled in from your scene. For example 1-250, or 1,10,20 for a few test frames.
- **Frames Per Task:** how many frames one PC renders before it picks up the next task. 1 is fine for most renders.
- Leave the other options as they are.

Press *Submit*, and your job shows up in the Deadline Monitor. If something goes wrong during the render, check the job comment first; our event plugins explain there what happened.

Revision #3
Created 15 January 2025 15:10:17 by Mervin van Brakel
Updated 17 November 2026 11:48:26 by Robbert Scholten