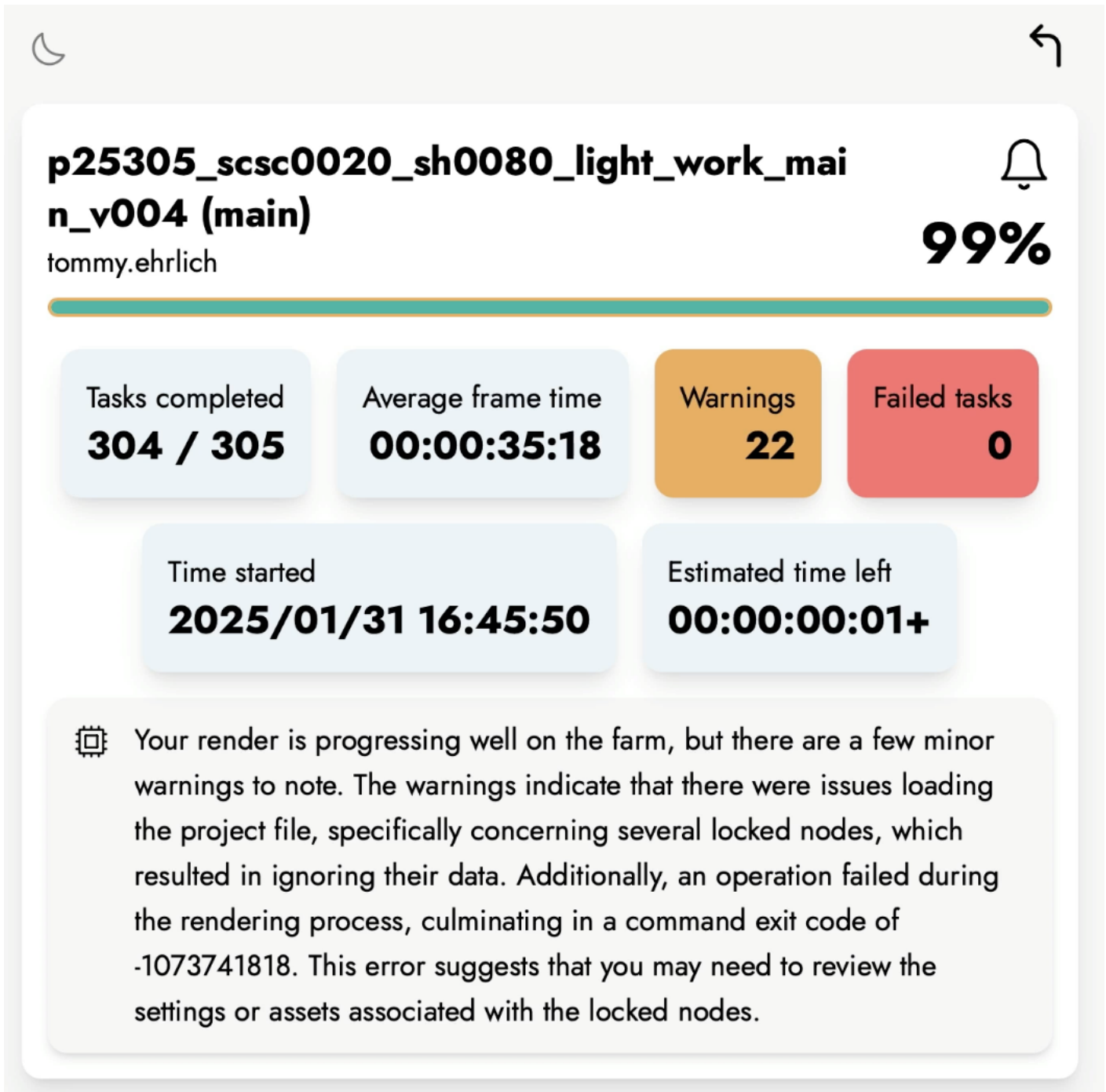


Deadline at school

- [Deadline - Online monitoring](#)
- [Deadline - Render managers](#)
- [Deadline - Temporarily disabling your worker](#)

Deadline - Online monitoring

Our Deadline render farm can be monitored online through [our monitor website](#)! This is ideal for when you're on the move and unable to VPN into your school computer. It also has ChatGPT error parsing and image previews.



Deadline - Render managers

From the second year on every class has 2 *render managers*. The render managers from all years work together to make sure the farm runs smoothly and its resources are divided fairly among all the years. Render managers also have admin level access in the deadline monitor, so they can adjust running jobs and worker settings if need be. Sometimes a job needs to be rushed out the door, render managers makes sure that can be done in a way that won't cause any conflicts! Here's a list of the current render managers:

2nd year:

- Luuk Kamphuis
- Nigel Kenepa

3rd year:

- Jaap-Jan van de Geest
- Tommy Ehrlich

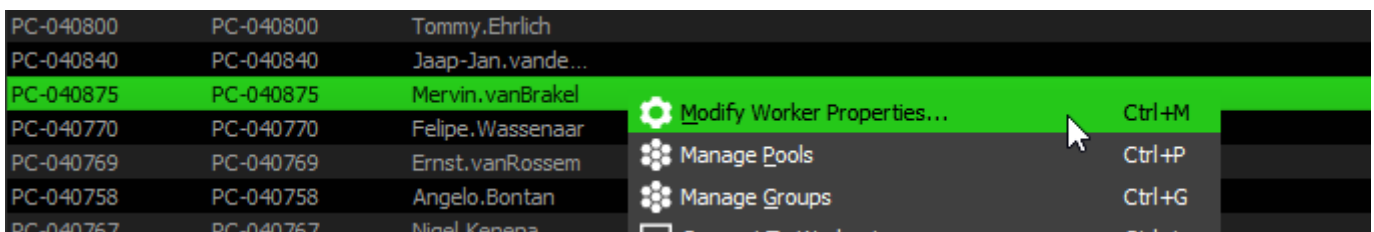
4th year:

- Inge Wenneker
- Ricardo Korver

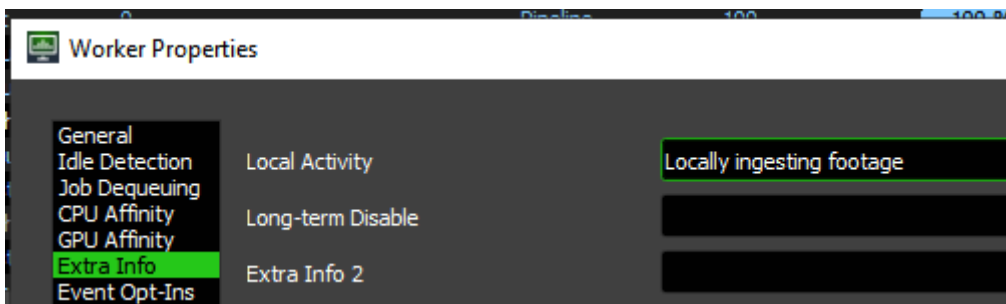
Deadline - Temporarily disabling your worker

Sometimes you might not want your computer be used for farm rendering, for example when you're caching a heavy sim or need to use it for realtime rendering engines like Unreal. In this case you can temporarily disable farm rendering on your machine. Here's how:

First you need to open the Deadline monitor, select your worker and click on *Modify Worker Properties*.



There you can go to *Extra Info* and fill in a reason for disabling your worker in the *Local Activity* field.



Once you've filled in a reason your computer will automatically be disabled on the farm. The *Local Activity* field gets reset every day at 9.30, so you'll have to fill it in again the next day if you want your computer to be disabled for longer. The *Long-term Disable* field will permanently disable your computer on the farm, but you'll have to ask your render manager first before you may fill that one in.