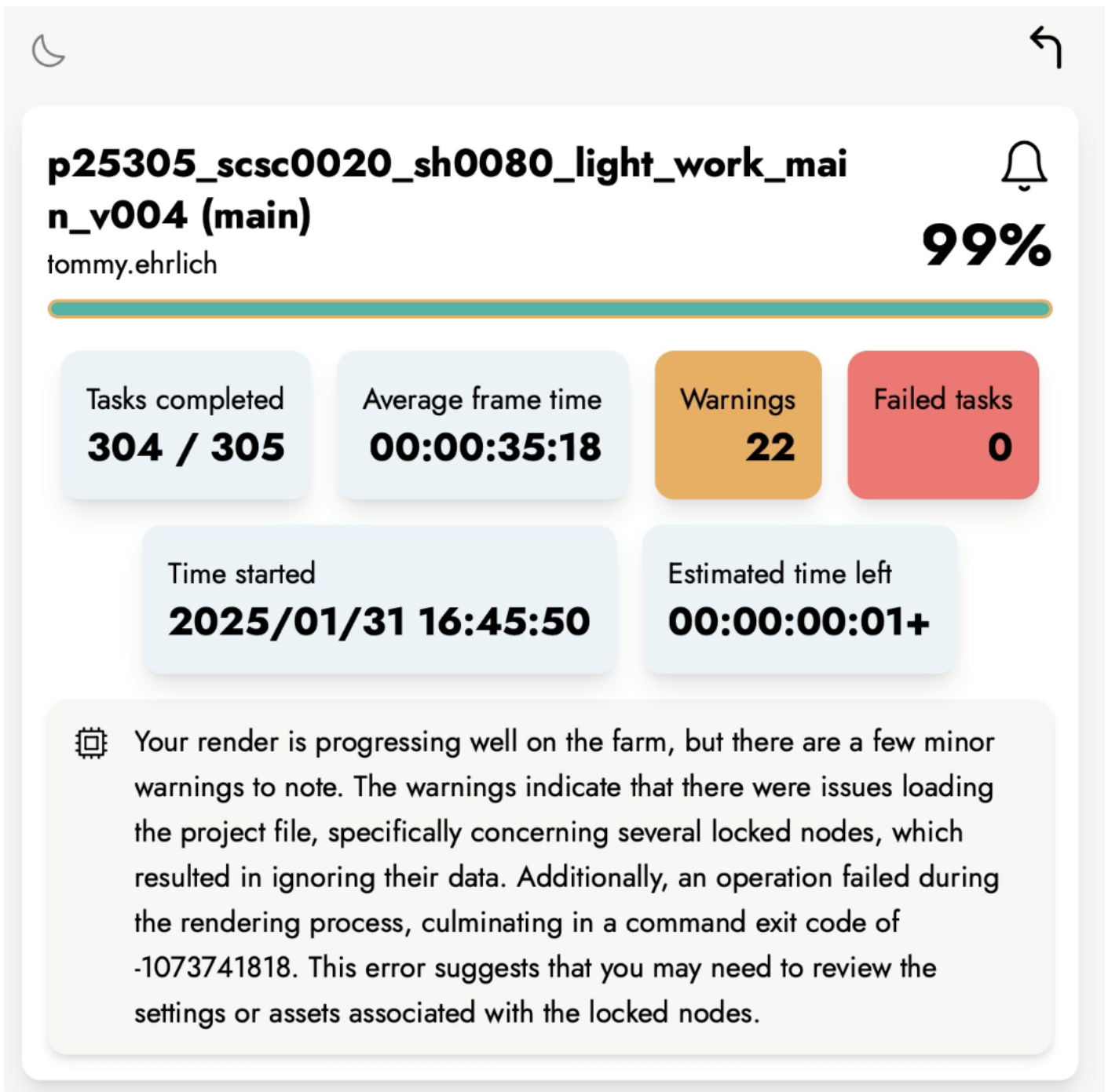


Deadline at school


- [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.




The screenshot shows a monitoring dashboard for a render farm. At the top, there is a title bar with a moon icon on the left and a back arrow on the right. Below the title bar, the main title is "p25305_scsc0020_sh0080_light_work_mai n_v004 (main)" with a bell icon to its right. Below the title, the user "tommy.ehrlich" is listed, and a large "99%" progress indicator is shown. A horizontal progress bar is visible below the progress indicator. The dashboard features several key performance indicators (KPIs) in colored boxes: "Tasks completed" (304 / 305) in a light blue box, "Average frame time" (00:00:35:18) in a light blue box, "Warnings" (22) in an orange box, and "Failed tasks" (0) in a red box. Below these, there are two more KPIs: "Time started" (2025/01/31 16:45:50) and "Estimated time left" (00:00:00:01+) in light blue boxes. At the bottom, a warning message is displayed in a light gray box, starting with a warning icon and stating that the render is progressing well but has minor warnings related to locked nodes and a failed operation.

p25305_scsc0020_sh0080_light_work_mai n_v004 (main) 

tommy.ehrlich **99%**

Tasks completed 304 / 305	Average frame time 00:00:35:18	Warnings 22	Failed tasks 0
Time started 2025/01/31 16:45:50	Estimated time left 00:00:00:01+		

 Your render is progressing well on the farm, but there are a few minor warnings to note. The warnings indicate that there were issues loading the project file, specifically concerning several locked nodes, which resulted in ignoring their data. Additionally, an operation failed during the rendering process, culminating in a command exit code of -1073741818. This error suggests that you may need to review the settings or assets associated with the locked nodes.

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:

2th year:

- Aafke van Roon
- Robbert Scholten

3nd year:

- Luuk Kamphuis
- Nigel Kenepa

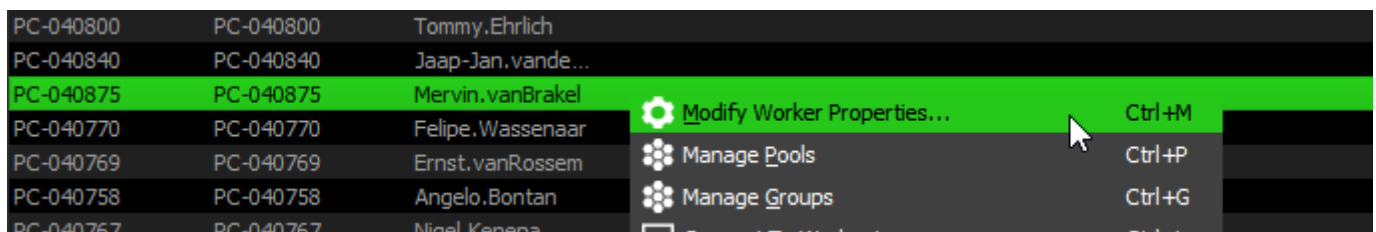
4rd year:

- Jaap-Jan van de Geest
- Tommy Ehrlich

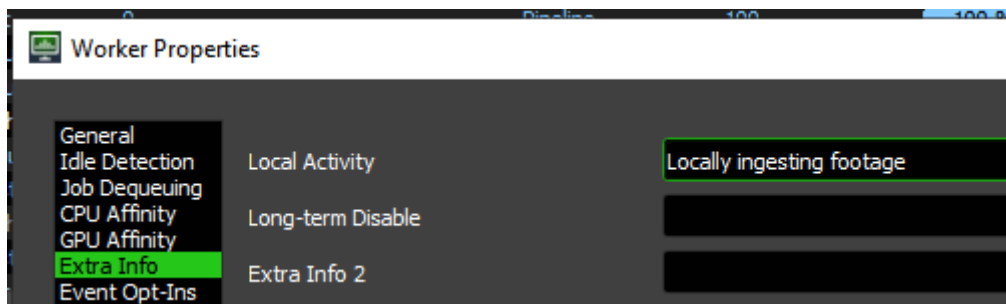
Deadline - Temporarily disabling your worker

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.