Houdini - Rendering on the farm

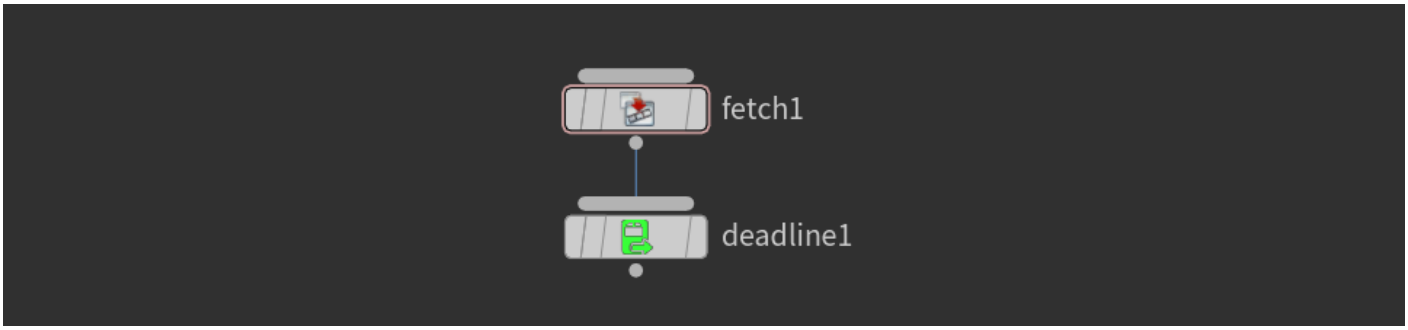
You'll probably want to render your Houdini projects on our render farm. First you need to make sure that all the files used in your Houdini file (and the Houdini file itself of course) are stored on our Storage server. You should also make sure the output path on your render settings is set to a location on our storage server, like this example:



Next up you'll need to go over to the out network, this is where we hook up our Houdini nodes to the render farm. Create a *fetch* node and set the source to the node that should be used to render with, like this:

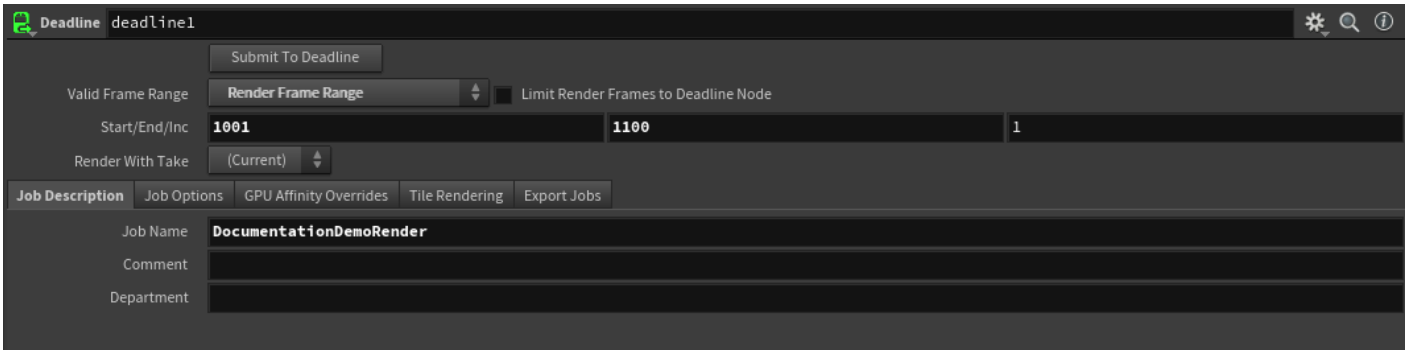


Then add a deadline node and connect the fetch node to it:



This node has a couple of parameters, most of which you can leave default. You should make sure your frame range is set properly and also make sure to change the job name to something descriptive. If your render is very lightweight you might want to change the *concurrent tasks* option in the Job Options tab to something a bit higher.

> Make sure to set the frame range properly on both the deadline node *and* the fetched node that should be rendered.



You can now submit your render to our farm by pressing the *Submit To Deadline* button.

Revision #2
Created 16 October 2024 12:23:35 by Mervin van Brakel
Updated 18 October 2024 09:15:11 by Mervin van Brakel