

Maya at school

- [Maya - What's different at school?](#)
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Maya - What's different at school?

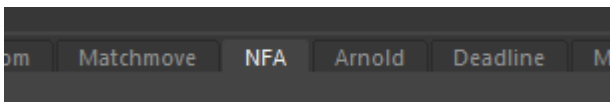
Maya at school has a couple of small additions.

Color management

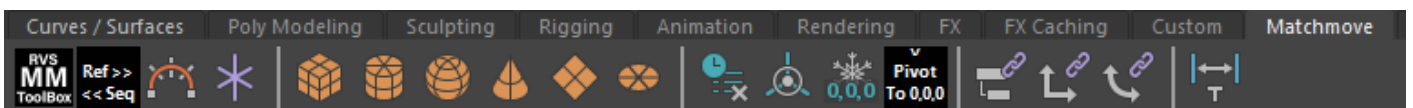
Color management is globally configured for all our applications at school and Maya is no exception. Luckily you don't have to worry about this too much. Textures going into Maya should already be in ACEScg and your renders will automatically be in ACEScg as well.

Custom shelves

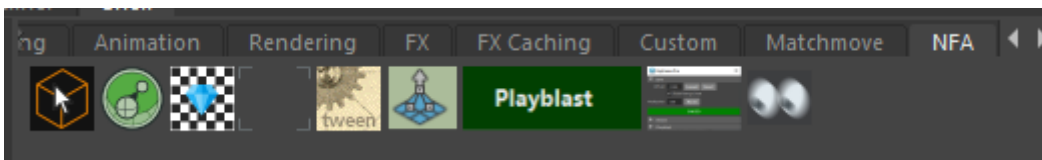
Maya will launch with three extra shelves: The matchmove shelf, the NFA shelf and the Deadline shelf.



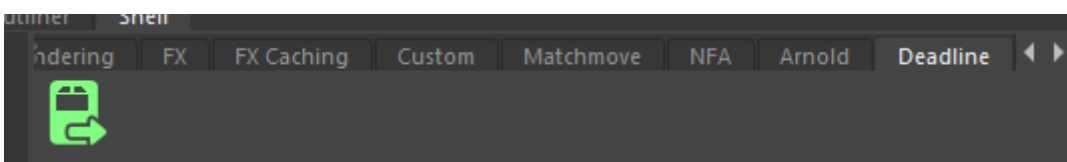
The matchmove shelf features a number of tools from alumni Rick van Soest, who teaches matchmoving here at school. These tools are used in combination with 3dequalizer.



The NFA shelf features some random plugins that we have globally installed.



The Deadline shelf is used for farm submission, which you can read more about [over here](#).



Maya - Rendering on the farm

Once your scene is set up you might want to render it on the farm using Maya (have you considered Houdini, though?) First make sure all your files, including your Maya file, are stored on our storage server. Then browse over to the Deadline shelf and click the green submission button.



This will open a new window:

▼ Job Description

Job Name

Comment

Department

▼ Job Scheduling

Pool

Secondary Pool

Group

Priority

Machine Limit

Concurrent Tasks

Task Timeout

Minimum Task Time

☐ Enable Auto Task Timeout

Limit Groups

Dependencies

Machine List

On Complete ☐ Machine List Is A Deny List

☐ Submit As Suspended ☐ Close on Submission

AWS Portal ☐ Precache assets for AWS

▼ Render Options

Frame List

Frames Per Task

▶ Additional Frame Options

Camera ☐ Disable Auto Camera Tag

Project Path

Output Path

Maya Build ☐ Submit Maya Scene File

☒ Use MayaBatch Plugin ☐ Ignore Error Code 211

☒ Strict Error Checking ☐ Use Local Asset Caching

Startup Script

Command Line Args

Deadline Job Type

▼ Maya Render Job

Renders a normal Maya job using the current Maya renderer.

Threads

[Render Globals](#)[Edit Project](#)[Online Help](#)

al\Thinkbox\Deadline10\pyth
already exists. Skipping
extraction of PythonScrip

[Pipeline Tools](#)[Submit Job](#)

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You can leave most of the values default, but do make sure you select the proper camera and make sure your output path is configured correctly to a location on our storage server. Press *Submit Job* to submit your render to the farm!