

Maya at school

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

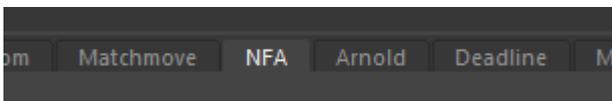
Maya at school has a couple of small additions.

Color management

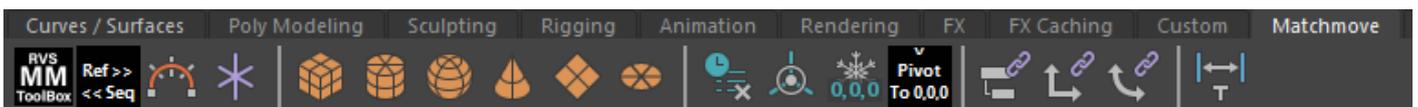
Color management is globally configured for all our applications at school and Maya is no exception. Luckily you don't have to worry about this too much. Textures going into Maya should already be in ACEScsg and your renders will automatically be in ACEScsg as well.

Custom shelves

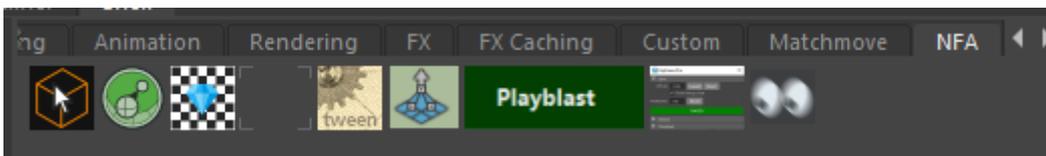
Maya will launch with three extra shelves: The matchmove shelf, the NFA shelf and the Deadline shelf.



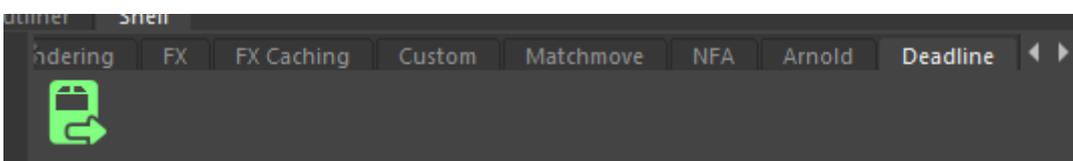
The matchmove shelf features a number of tools from alumni Rick van Soest, who teaches matchmoving here at school. These tools are used in combination with 3dequalizer.



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

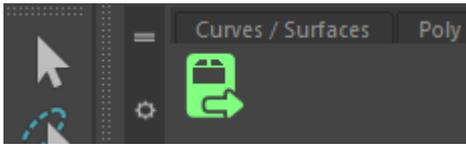


The Deadline shelf is used for farm submission, which you can read more about [over here](#).



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: DocumentationDemo
Comment:
Department:

Job Scheduling

Pool: none
Secondary Pool:
Group: none
Priority: 50
Machine Limit: 0
Concurrent Tasks: 1
Task Timeout: 0
Minimum Task Time: 0
 Enable Auto Task Timeout
Limit Groups: ...
Dependencies: ...
Machine List: ...
On Complete: Nothing Machine List Is A Deny List
 Submit As Suspended Close on Submission
AWS Portal: Precache assets for AWS

Render Options

Frame List: 1
Frames Per Task: 1

Additional Frame Options

Camera: camera1 Disable Auto Camera Tag
Project Path: _sterrendokter/03_workfiles/shots/0010/0010/anim/maya ...
Output Path: dokter/03_workfiles/shots/0010/0010/anim/maya/images/ ...
Maya Build: 64bit 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

Maya Render Job

Renders a normal Maya job using the current Maya renderer.
Threads: 0

- Render Globals
- Edit Project
- Online Help

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

Pipeline Tools Submit Job

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!