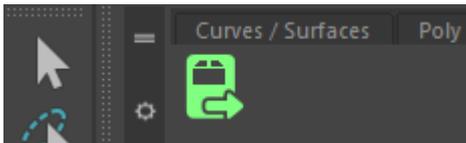


# Maya - Rendering on the farm

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: [Empty]

Department: [Empty]

Job Scheduling

Pool: none

Secondary Pool: [Empty]

Group: none

Priority: 50

Machine Limit: 0

Concurrent Tasks: 1

Task Timeout: 0

Minimum Task Time: 0

Enable Auto Task Timeout

Limit Groups: [Empty] ...

Dependencies: [Empty] ...

Machine List: [Empty] ...

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: [Empty] ...

Command Line Args: [Empty]

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!

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Revision #3

Created 31 October 2024 13:29:05 by Mervin van Brakel

Updated 31 October 2024 14:36:34 by Mervin van Brakel