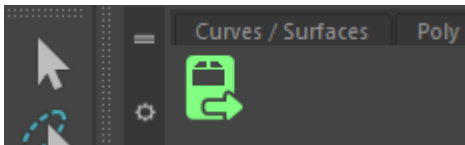


Maya - Rendering on the farm

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 SubmissionAWS 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

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

Pipeline Tools

Submit Job

0%

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!

Revision #3

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

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