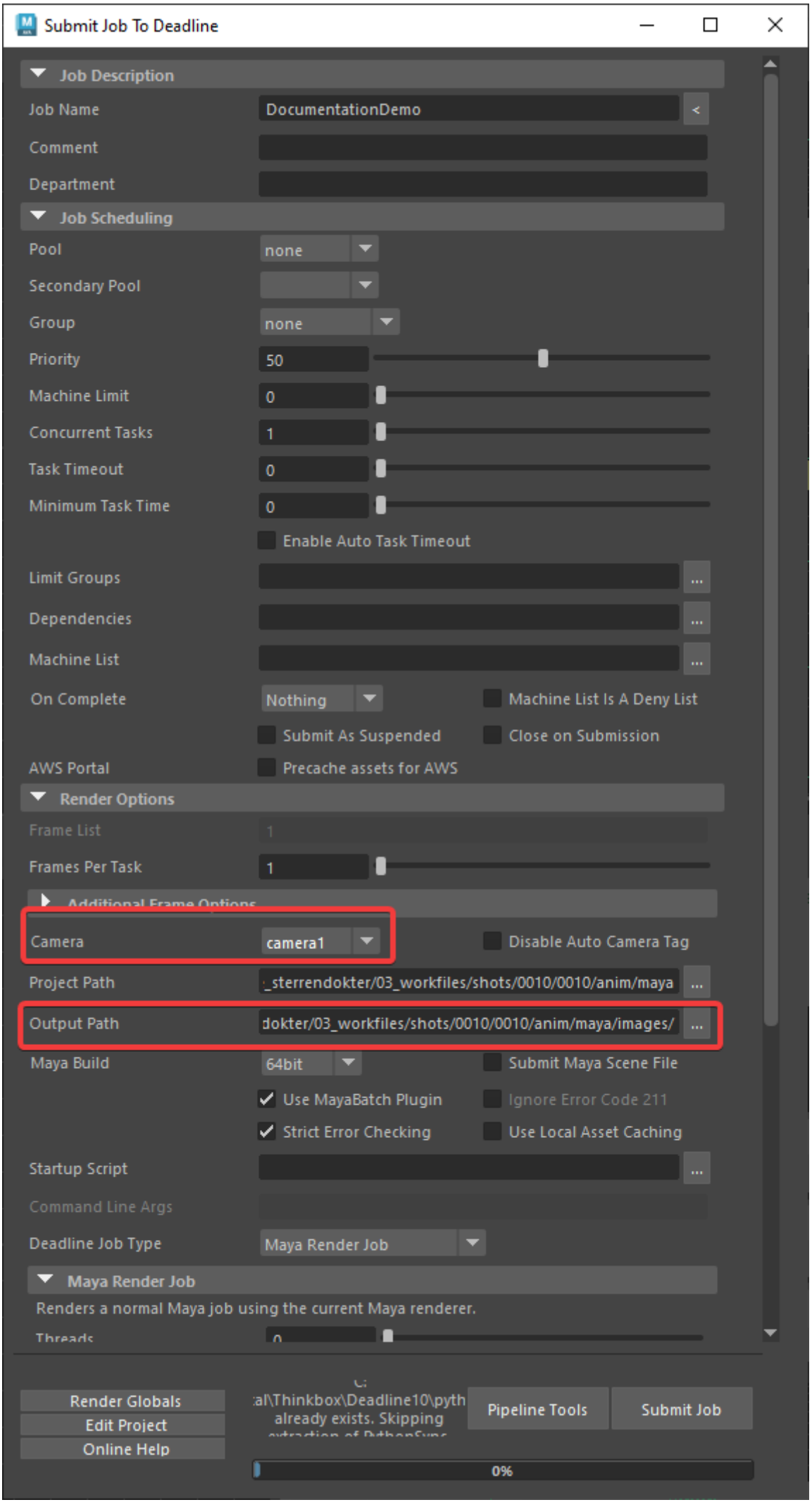
Maya - Rendering on the farm

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:


Submit Job To Deadline
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
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
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!

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