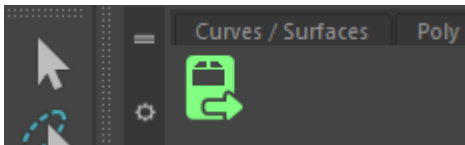


# Maya - Rendering on the farm

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

☐ Submit As Suspended ☐ Close on Submission

AWS Portal ☐ Precache assets for AWS

## ▼ Render Options

Frame List

Frames Per Task

## ▶ Additional Frame Options

Camera

Project Path  ...

Output Path  ...

Maya Build

☒ 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

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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Revision #3

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

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