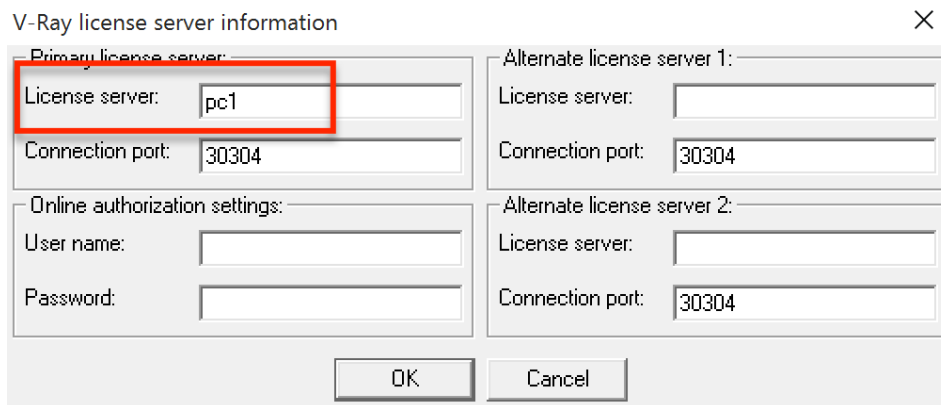


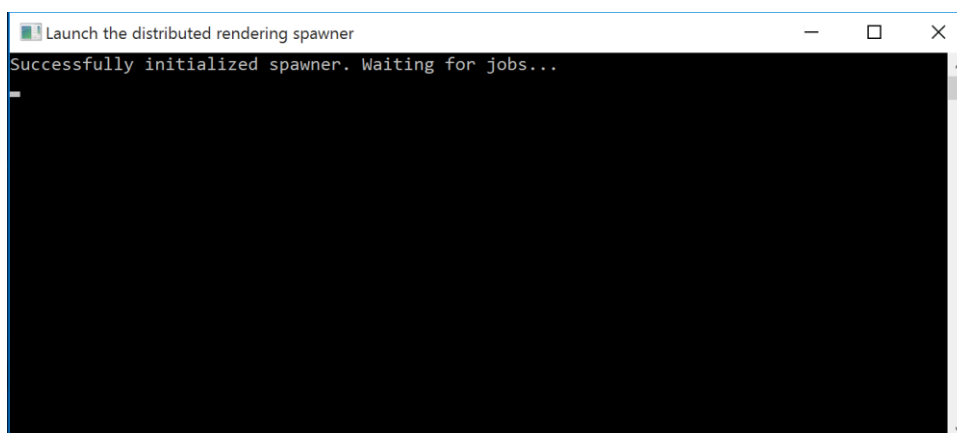
Network Rendering Using SketchUp & V-Ray

To start the Distributed Render Servers you will need to make sure that they can gain access to the V-Ray license. On each server you wish to use:

- Open the “Change V-Ray client license settings” from the Windows Program Group.
 - o E.g. Start >> All Apps >> Chaos Group
- Enter the hostname of the machine with the V-Ray dongle.



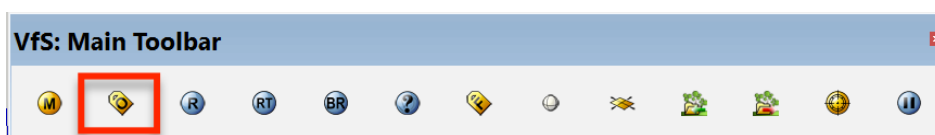
- You can now start the render server.
- Open the “Launch the distributed rendering spawner”.
 - o E.g. Start >> All Apps >> Chaos Group



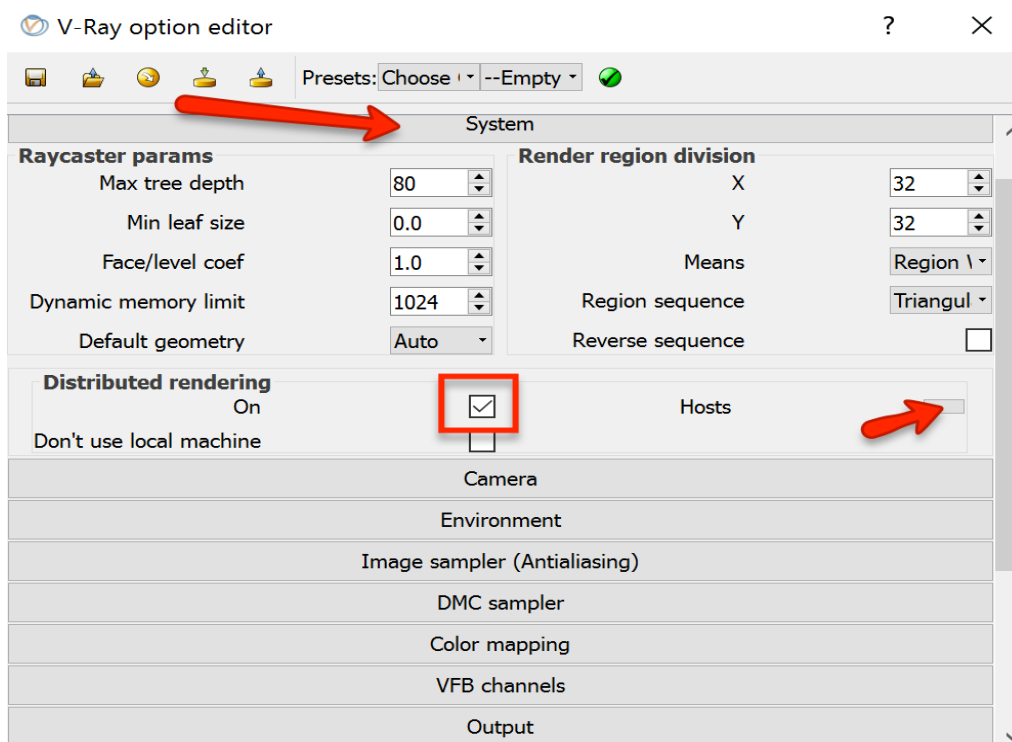
- You should receive the message “Successfully initialised spawner. Waiting for jobs...”

The software is now ready to send the SketchUp render jobs to this render server. From the main SketchUp machine:

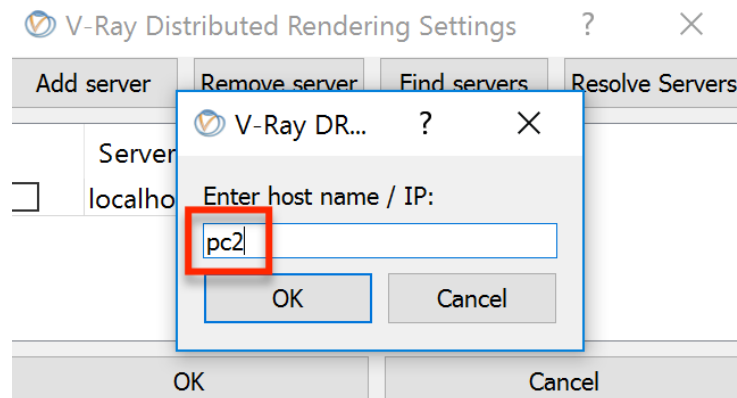
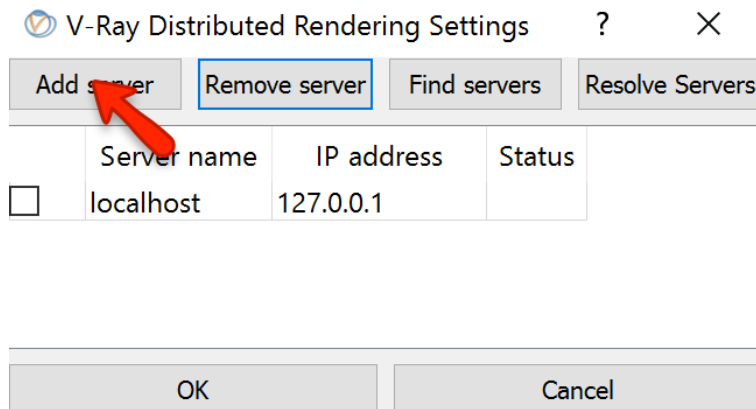
- Select the V-Ray for SketchUp options.



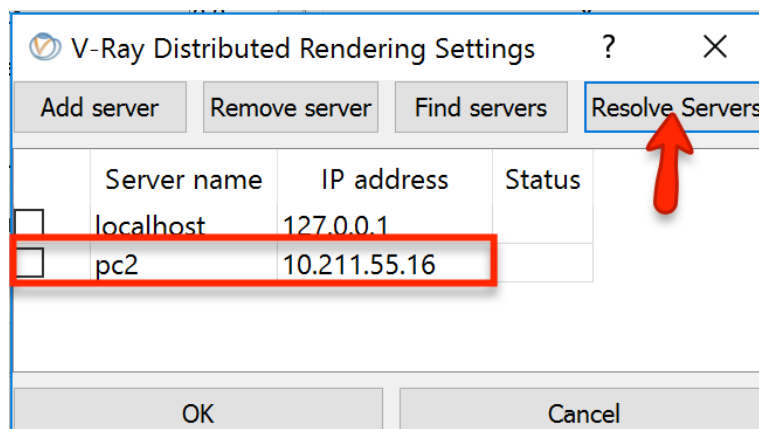
- Expand the System section, select Distributed Rendering On and then select the hosts option:



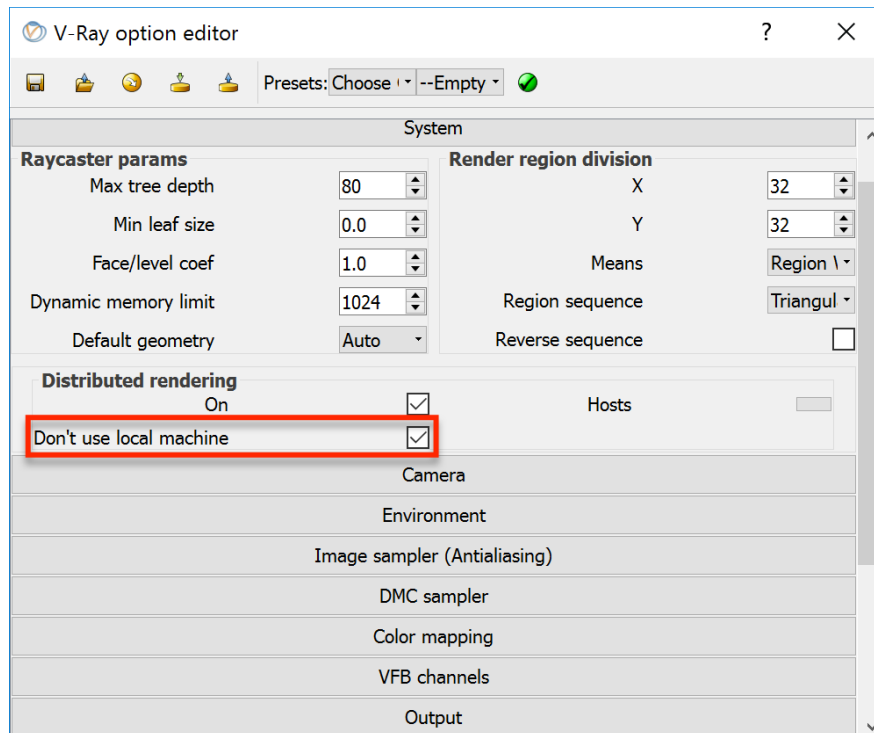
- Select Add server to enter the list of render servers.



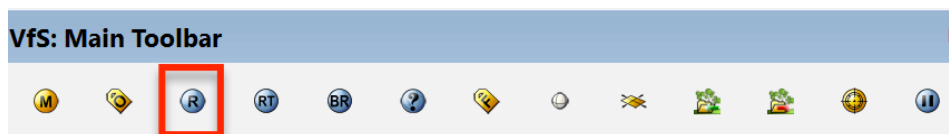
- Select Resolve Servers, to check that the render server can be located.



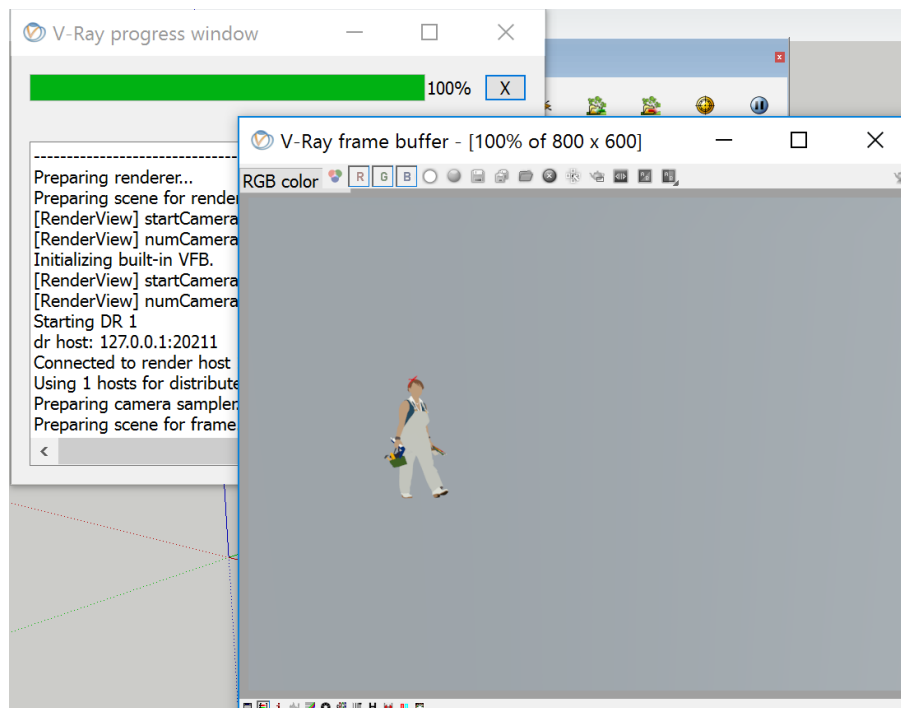
- If you do not wish to use the main SketchUp machine to be part of the network rendering process then you can select the option “Don’t use local machine”.



- Close the V-Ray Options.
- Select V-Ray Render.



- The V-Ray progress window will appear along with the V-Ray frame buffer.



- If you check the V-Ray render server's you will see that job being processed.

```

Launch the distributed rendering spawner
Successfully initialized spawner. Waiting for jobs...
Received TM_START_RENDER from 10.211.55.15
Starting DR session from 10.211.55.15
Receiving DR scene from 10.211.55.15
[DR] getting sequence data...
[XMLDRSlave::setScene] - successfully set DR scene
[DR] Calling beginSequence()
Preparing renderer...
Preparing scene for rendering...
[RenderView] startCameraTime=0.000000, endCameraTime=0.033333
[RenderView] numCameraTMs=2, numFrames=1, frameSamples=2
[RenderView] startCameraTime=0.000000, endCameraTime=0.033333
[RenderView] numCameraTMs=2, numFrames=1, frameSamples=2
[DR] getting frame data...
[DR] frame number is 0
[DR] Calling beginFrame()
Preparing camera sampler.
Preparing scene for frame...
Compiling geometry...
Preparing ray server.
  Creating and initializing 2 thread(s).
  Allocating memory for build data of 1337 faces (10696 bytes, 0.0 MB).
  Initializing face build data.
  Creating 'done' event.
  Starting first thread.
  Waiting for thread completion.
  Releasing thread resources.
SDTree statistics:
  Total number of faces stored: 1337
  Max tree depth: 26
    
```