



## Setup Maya 2014 Mental Ray Satellite Network Render – Render Farm

Mental Ray Satellite for Maya 2014 provides a distributed network-assistant render for individual or batch render jobs. By creating a batch or an individual render process; this enables you to keep working freely on your computer.

Follow these steps to setup the render farm on your account.

1. Download the [maya.rayhosts](#) file (Maya 2014). This file identifies the network rendering machines.
2. Place The download file into the following local directory:

### For Macintosh:

/Users/<UserName>/Library/Preferences/Autodesk/maya/en\_US/2014/prefs *or*  
/Users/<UserName>/ (the “UserName” label is the Home icon).

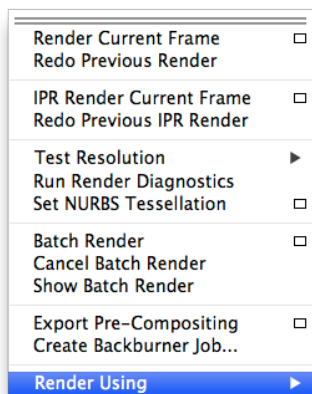
*The Library folder is hidden by default, to access it, hold the “Alt / Option” key while you click “GO” on the finder tool bar.*

### For Windows:

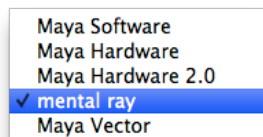
\Users\<username>\Documents\maya\2014-x64\en\_US\prefs (**Windows 7 – 64 Bit**)  
\Users\<username>\Documents\maya\2014\en\_US\prefs (**Windows 7 – 32Bit**)

3. Start **Maya**.

## To use Network Rendering in Maya



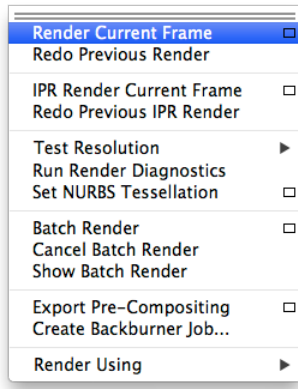
1. Under “Render” Settings (Toolbar), > “Render Using”, > “Mental Ray” as your renderer. *Network rendering only works under Mental Ray.*



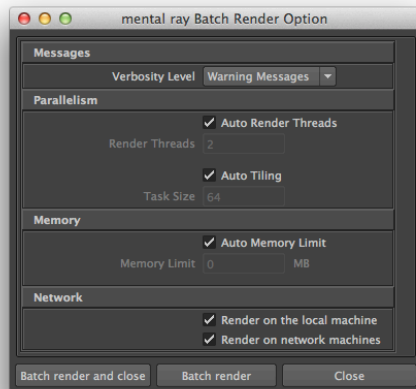
2. Setup all rendering setups, lights, etc. to ready the scene for rendering.

3. Choose **Render > Render Current Frame >**

Make sure to click the box next to render current frame to get to the settings.



4. Check **Render on Network Machines** Checkbox to use the network.



5. Optionally, **Render on Local Machine** (your own current session of Maya) also. Using this, your machine will be rendering and the network will be rendering, adding your machine as a node in the farm process.

6. Click **Render**

The job may take a moment to start, as your computer sends the Maya file, all textures, and other information up to the render nodes and kicks off the process. Within a few moments you should see the render process begin, with various square “buckets” – or portions of the image. Each node on the render farm is working on up to 8 buckets at a time.

**NOTE:** You cannot close Maya or the render window during the rendering process. Doing so will cancel the network rendering job. Mental Ray Satellite network rendering does not have a queue.

**NOTE:** Network Rendering in Mental Ray Satellite may or may not be faster than rendering on your local machine. This may seem counterintuitive, but in some cases, depending on complexity and file size, rendering just locally will be faster than processing on the network. It is our experience that only the most complex of rendering jobs will render faster on the network.