Setup Maxwell Render to use the Render Farm:

For Your Personal Laptop
(for a school computer skip this step and see below)

1. In your Start Menu / Programs, find the Next Limit program group and find the Maxwell Monitor icon. Right Click the icon and choose Properties.

Within the Properties box, find the Target section, and add a colon and then the address 128.143.138.81, so that it reads

–monitor:128.143.138.81

For a School Computer

2. Launch Maxwell Monitor (in the same folder as Maxwell Render).
3. The Network Monitor should find the render network. Verify in the Render Nodes section (middle left) that it connects to the network nodes.

You are connected and ready to render to the farm.
Using Maxwell Render with the Render Farm

1. From your modeling software and/or plugins (Rhino, Maya, Microstation, Sketchup, etc.), setup all Maxwell parameters and materials.
2. Using the plugin or Maxwell Menu in the 3D program, choose to export / save a Maxwell .MXS file.

**IMPORTANT:** To network render, the exported .MXS file and all associated files (materials, etc.) needed for rendering MUST be running from a standard School of Architecture Network location such that the render farm can find and process those files. You cannot run from a file that is strictly on the local computer, because the render farm cannot access your local computer to get the geometry and materials it needs to complete the render.

The easiest way to accomplish this is to use the **Pack & Go** feature. Within the plugin (Rhino plugin shown here), choose an output location that is on the school’s network.

Usable locations include:
- Olmsted\Classes mapped to drive U:
- Olmsted\Projects mapped to drive V:
- Imagecenter\Scantemp mapped to drive W:

When you choose Export MXS File (see image), everything you need for the render will be packaged up into that folder on the network, and you can send this to the Render Farm to ensure a successful job.
3. Open Maxwell Network Monitor. (see above)

4. At the very top, choose the **Add Job** button.

5. Proceed through the Add Network Job Wizard.
   Choose **Single Job** or **Cooperative Job**.

   A Single Job runs on one node of the farm, leaving other nodes to process other jobs.

   A Cooperative Job runs your rendering on all available nodes of the farm, splitting the job between them to achieve a faster result for this job.

6. Browse to find your exported .MXS file
   Output locations for Image and MXI should set automatically from your Pack and Go location, but please check.

   If you do not set the network locations properly, your final image will not be available.

7. Scroll Down to set **Render Options**:
   a. Camera. (this will usually be set for you by the exported MXS).
b. Time and Sampling Level

**NOTE: Make sure your Time and Sampling Level values are appropriate.**
Very few renderings need a Sampling Level beyond 10. The default of 5 will give you good results on many things.

Very few renderings also need a time longer than 30 minutes. At the very least, you should test render with smaller Time and Sampling Level values before running a job with larger values, and only set the larger values if your rendering needs it.

c. Set other options as necessary.

8. Click Next> to get to Render Nodes. Select to use any render node available, or select individual render nodes. For a Cooperative Render, selecting the Any checkbox will automatically choose which nodes to use without need for further intervention.

9. Click **Finish** to submit the job.

10. You job will show up in the queue, including its status and settings. If nodes of the farm are ready to process your job, it will begin.

   Monitor your job in the queue to make sure it proceeds properly. If your job fails, please check the status log in the console, and especially look at the paths and locations of your file and its supporting materials and such. Most failures are the result of bath file paths or incomplete sets of support files (ie. a material which is not present on the farm). Return to the Pack and Go, or ensure that all support files are located properly in the network folder where the .MXS file can find them.

11. During rendering, interim progress can be viewed by highlighting the rendering job and clicking on the Preview button at the right of the main icon bar at the top.

12. When complete, state will indicate “Success”, and your .mxi and image files will be saved in the location you specified.