V RENDER BUZZ

User manual
for **3ds Max** scene rendering by using RenderBuzz services

How to upload the 3ds Max scene to RenderBuzz and start rendering?

Adding scenes to RenderBuzz service is very simple.
It can be done in two ways, depending on which you consider more convenient:

A - (*recommended*) via *RenderBuzz* plugin, which can be found and downloaded from *https://renderbuzz.com/#download*

B - (*advanced*) by directly uploading a manually prepared scene to RenderBuzz server, using FTP client.

Method A

Download and install *RenderBuzz* plugin for 3ds Max.. Further actions will be performed with its use.

① Start 3D scene in your own 3ds Max.

② On the top bar of the user interface, click *Render with RenderBuzz in* RenderBuzz menu.

③ Enter your account login data.

④Click **Upload** button – your scene will be prepared and automatically sent to RenderBuzz server. Transfer time depends of scene size and associated files.

⑤ If an error occurs, follow the instructions displayed by the plugin.

⑥ Open a web browser, log into your RenderBuzz account, open the *Projects* tab. Just added 3D scene should be visible there.

⑦ By clicking **Submit** button you can send the project to rendering. Follow the descriptions on the screen. Status and current actions performed on your scene by RenderBuzz will be uptaded in real time in the *Orders* tab.
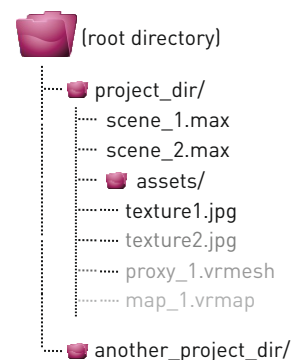
Method B

Manual preparation of the scene gives you more control over the files in your project; however, it requires understanding of our farm's workflow. It is also a method prepared for advanced users who want to achieve the best results.

Project preparation

① Create a project folder on your local disk, place *assets* folder inside it.

② Copy all the files used by your scene and paste them into *assets* folder. Do not create any subfolders there.

③ Go to your .max scene and set the input files paths to *X:* via 3ds Max built-in *Asset Tracker* (SHIFT+T).

④ Set all output paths to *Y:*.

⑤ Save the scene in previously created project folder.

⑥ Upload the project to the RenderBuzz server. We recommend you use FTP client (i.e. *FileZilla*), uploaded files can not be compressed.

Project structure


```
📁 (root directory)
│
├── 📁 project_dir/
│   ├── scene_1.max
│   ├── scene_2.max
│   ├── 📁 assets/
│   ├── texture1.jpg
│   ├── texture2.jpg
│   ├── proxy_1.vrmesh
│   └── map_1.vrmap
│
└── 📁 another_project_dir/
```

Correctly prepared scene example from the perspective of *Asset Tracker:*

Name	Full Path	Status
3 Asset Tracking		
Server File Paths Bitmap Performance and Memory Options		
Autodesk Vault		Logged Out (...
3 autobus_40_frames_1_small.max	C:\autobus_40_frames\	Ok
Maps / Shaders		
Archmodels55_light_orange.png	X:\	Found
Archmodels55_light_red.png	X:\	Found
Archmodels55_light_white.png	X:\	Found
AS2_leather_03_bump.jpg	X:\	Found
studio007.hdr	X:\	Found
vm_v4_049_fabric_diffuse.jpg	X:\	Found
vm_v4_049_fabric_normal.jpg	X:\	Found
External Link		
ir_mapa_add-to-current.vrmap	X:\	Found
lc_progressive.vrlmap	X:\	Found
Outputs		
Render Elements		
autobus_archive_VRayDiffuseFilter.jpg ...	Y:\	Ok
Render Output		
autobus_std_out.jpg	Y:\	Ok

For every scene running on the farm only two paths are allowed - *X:* and *Y:*. These paths should be entered directly in the *Asset Tracker*, and in every other place where your scene files are being read or saved.

Disk X: points to the *assets* folder of rendered project, which must contain all of the files used by your scene (input files), i.e. *textures*, *maps*, *HDR*, *vrmap*, *vrlmap*, *vrmesh*, etc.

Disk Y: is linked to the output folder of your scene. All output files generated by your scene must be saved on this disk, i.e. *render output*, *V-Ray separate render channels*, *render elements*, etc.

How to start rendering in RenderBuzz?

After preparing and transferring your project correctly to the RenderBuzz server, you are ready to start rendering.

① *Log in* to your RenderBuzz account at www.renderbuzz.com.

② Go to the *Projects* tab.

③ You'll see your current list of projects.
<u>WARNING.</u> *The list will be empty if you didn't upload to the server any project or if project sent had an incorrect structure.*

④ By clicking any project from the list, you will be asked to select the plan and the range of frames to render. If your project contains more than one .max scene, you will need to choose which one you want to render.

New render ✕

Project
autobus_40_frames_1_small

Scene file
autobus_40_frames_1_small.max

Frame range
0-30
Format: single 42; range 0-200; list 1,10,30

Rendering plan
○ Basic
◉ Standard
○ Premium

Advanced configuration

⬜ Use V-Ray distributed rendering (DBR)

⬜ Override scene's camera settings

Rendering in RenderBuzz is a paid service. The fee is charged in the form of prepaid rendering points from your account based on the actual use rate of the service
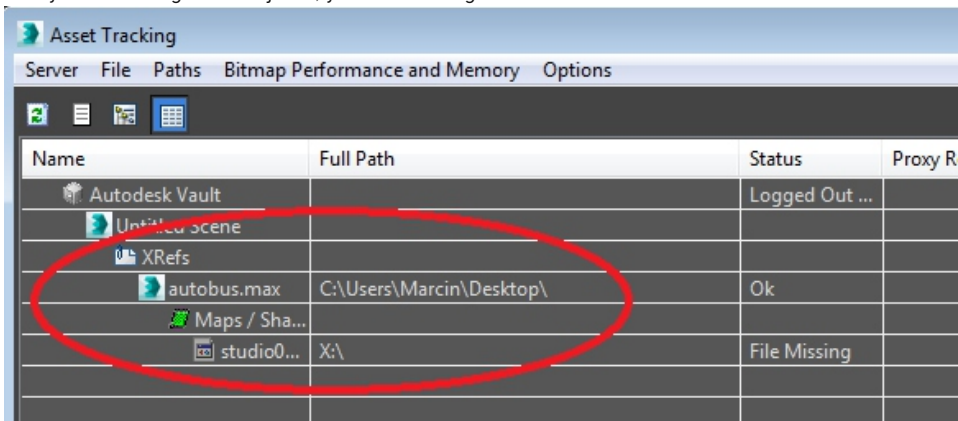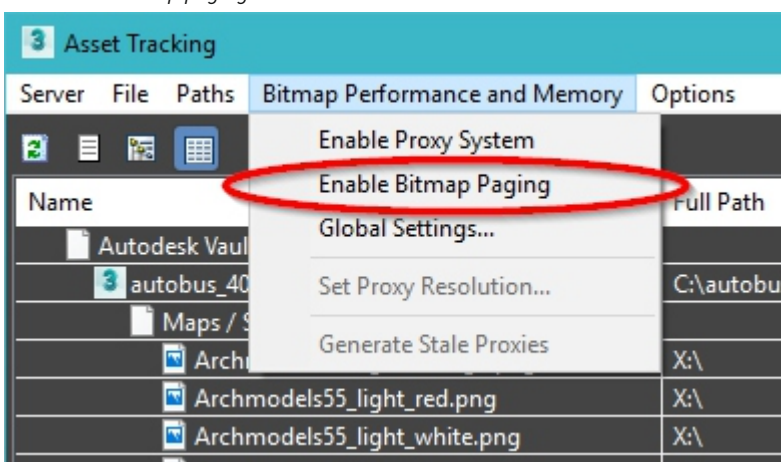
CANCEL **SUBMIT**

Solutions to common problems
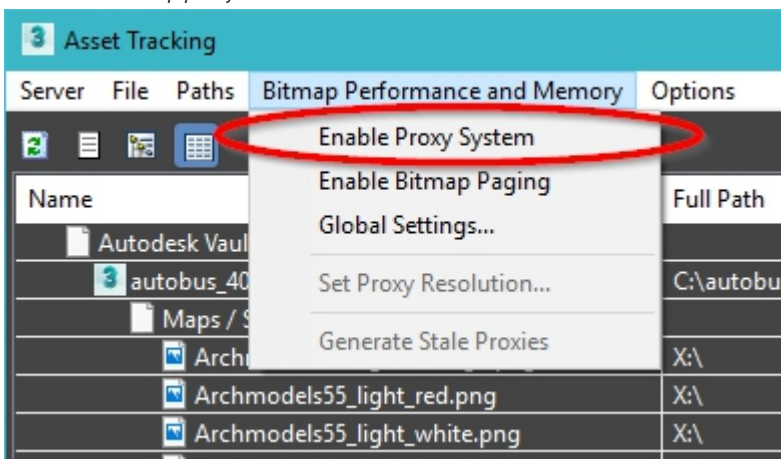**3ds Max settings that may cause problems during rendering process**

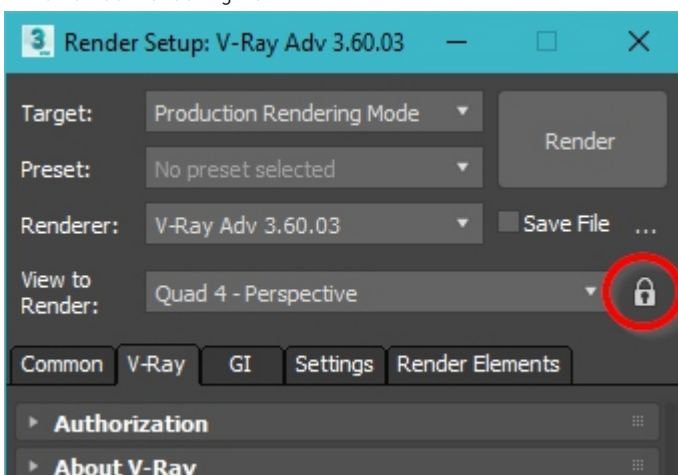① If you are using *Xrefs* objects, you must merge them into the scene.
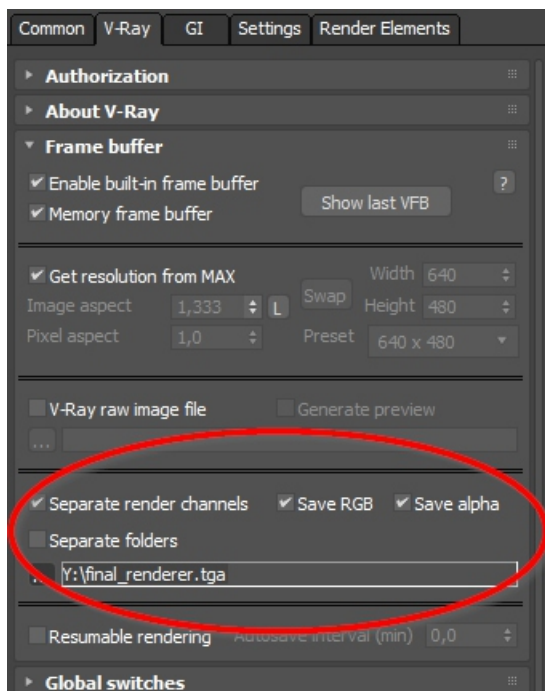

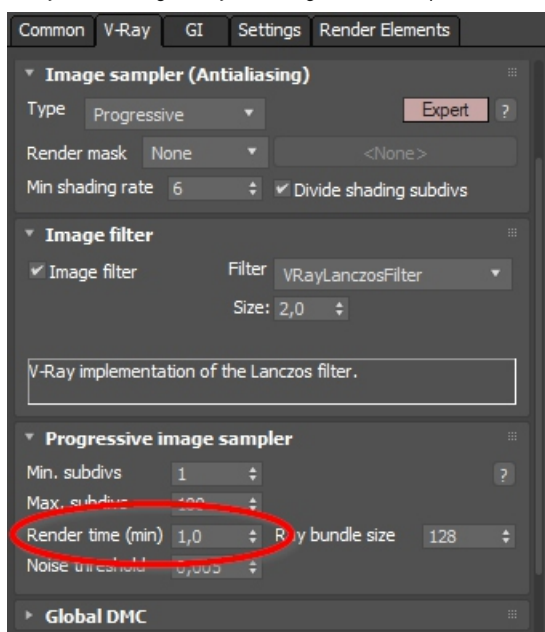② Disable *Bitmap paging.*

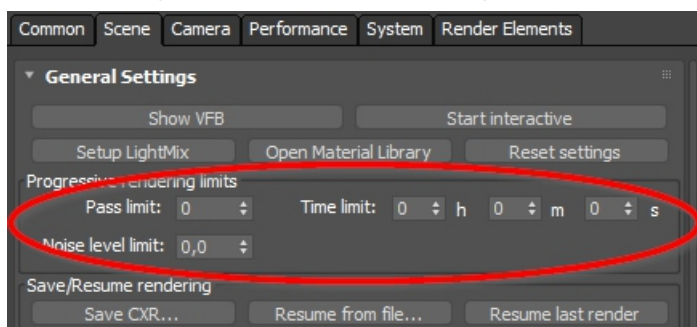③ Disable *Bitmap proxy.*

④ Do not lock rendering view.

⑤ If you're using V-Ray, we advise to set V-Ray *separate render channels* as a way to save your render output.

⑥ If you're using V-Ray and *Progressive sampler*, remember to set Render Time limit.

⑦ If you're using Corona, remember about setting pass or time limit.

⑦ Before uploading scene make sure that all resource names in the scene as well as file names do not have any diacritical marks. Otherwise, such resources will not load at final render.

Thank you!