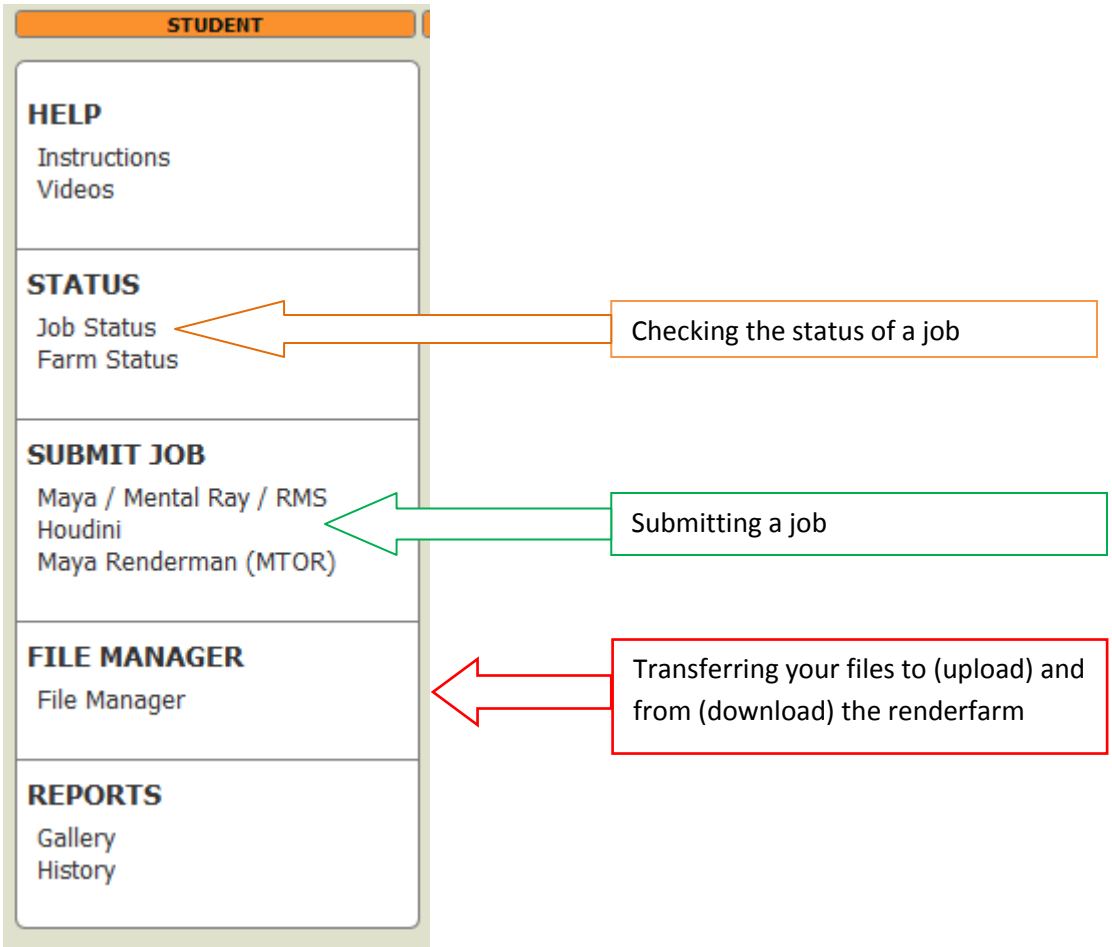
The Renderfarm and Houdini!

The renderfarm is super easy to use with Houdini, here's a quick guide. For more information see the SFDM documentation.

First, go to the SFDM website and click on the Renderfarm page.

There are two essential tasks to be performed here:

1. **Transferring your files to be used for the render (and retrieving your results)**
2. **Submitting (checking status, or stopping) the job**



*SFDM website – Renderfarm page – **File Manager***

With regard to the File Transfer:
This really is “MyFile” which you may have used before. Most importantly – **set up a directory** (folder) **with your user name** ie. in my case dfowler. Once you have this set up you can transfer your files into that directory.

- Inside that directory:
  - hipnc (or hip) file at the top level – there must be only one!
  - Any textures/cache/geo files that you are referencing in the hipnc file (remember to use relative references – ie. $HIP/textures/mytexture.rat)
  - Note you may have subdirectories as long as they are relatively referenced in the hip file (if you are using custom otls Houdini searches locally first)

NOTE: If you are not working remotely you may transfer your files over the network without using MyFile.

*SFDM website – Renderfarm page – Submit Job - **Houdini***

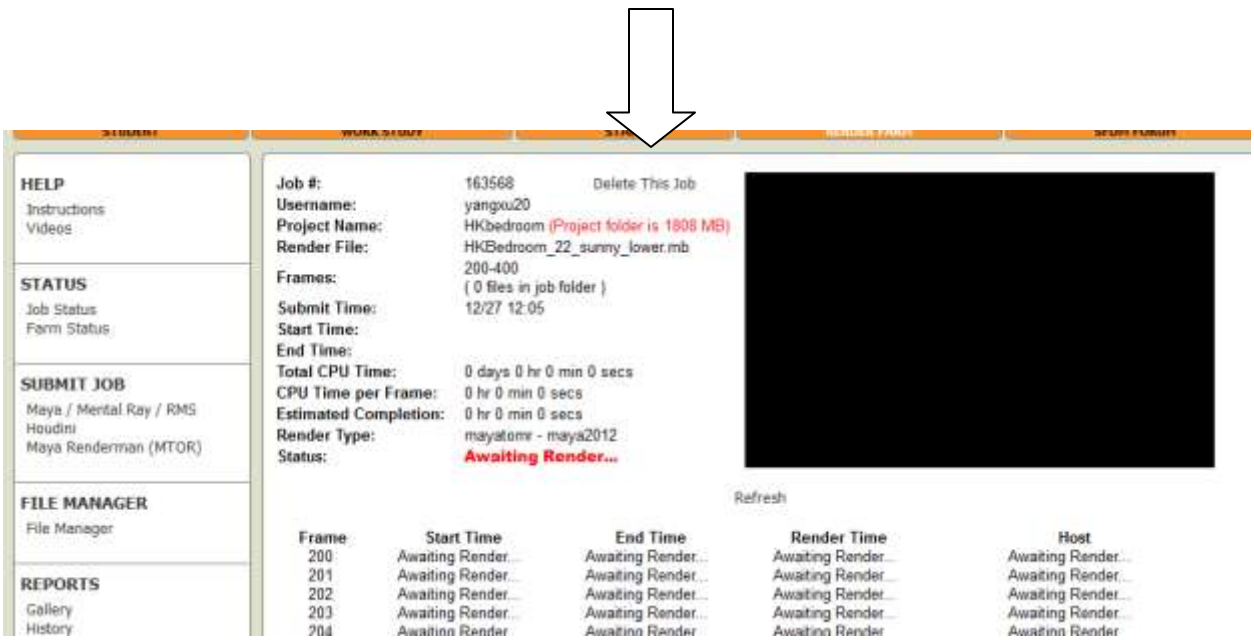
With regard to the Submission:
Follow the steps once you click Houdini – you will be prompted for Mantra 10 or 11
You will also be prompted for the frame range, name of the mantra node that has your render settings, and the name for the output file (note this name and the frame range override the hipnc settings)

That’s it! It’s that easy!

SFDM website – Renderfarm page – Job Status

Once your job is submitted you can click on the **job #** under **job status** to find out what the current status of your job is (or if you need to terminate the job). If you are rendering to tga files you will be able to see your image right here (without transferring). If you are using picnc it will not display but will be fine viewed in mplay.

Once you click on Job Status Job ID you this will take you to the following display:



To retrieve your files, go to the File Transfer manager and download your job folder.

NOTE: Keep your directories as clean as possible! This will speed up the renderfarm usage for everyone including you!

Tip: It is a good idea for your own organization to have your directories neatly organized. As long as you are using relative references you can set up your file structure in a manner that is convenient.

Suggestion: job.hipnc

/textures
/geo
/otls

And so on. The only crucial part is to ensure the hipnc file is on the top level.

NOTE: If you are having trouble due to java incompatibilities with myfile to access the renderfarm – try using **FileZilla.** Host **render.sfdm.scad.edu** Username: **dfowler** Password: **your scad password**