RABBIT FARM WHITE PAPER v08

This paper contains info on how to ensure your file will render properly on the farm.
For more details on these subjects check out the videos "Render Flight Check" and "How to Use The Farm," available from our site's Resources page.

RENDER GUIDELINES/CHECKLIST

1 . Make sure you're using the exact same version of C4D as we are on the farm (R14.042 for NET or R16.038 for Team render). Other versions might work depending on what features are being utilized, but for the most predictable results using the same version as the farm is highly recommended, especially if GI or Physical Render is being used.

2. Rendering GI on a farm is a bit different than on a single machine. If you're using GI, please download the file "Rabbit Farm GI Settings" from the Resources page on our site.

3. Please let us know if your project utilizes any 3rd party plugins.

4. Make sure texture paths are resolved. ie "C://yourfolder/project/bitmap.tif" won't work. It should just be "bitmap.tif" with no file/directory path. Also make sure your textures are in a folder called "tex."

5. Make sure your project's render settings are set to output frames without a directory path instead of "C:/yourfolder/project/frame.png" it should just be "frame.png"

6. The format of the rendered frames (including multi-passes) needs to be either .jpg or .png. If you're planning on picking up your results in person, having them shipped, or if you only have a couple hundred frames then .tif .tga .exr .psd etc is fine. The farm does not support Quicktime.

7. If possible, try to use .jpg and .pngs bitmap textures. If you're using Quicktime movies as textures, please convert them to frame sequences and re-link them. The farm does not support Quicktime.

8. When rendering sequences over 10,000 frames, for best results, break the file up into two renders of less than 10,000 each. This will ensure more reliable zipping and downloading.

9. Make sure your scene has less than 4 million polygons.

10. Cache all Dynamics and MoGraph setups which utilize Dynamics.

11 . Bake all Standard Particles and Thinking Particles. For more info on baking Thinking Particles check out the video "How To Bake Thinking Particles" which is available from our site's Resources page.

12. If your project uses the Vibrate Tag, you must prepare the file as explained in the video "Rendering With The Vibrate Tag" which is available from our site's Resources page.

13. Be patient with the server. Especially if it's working hard, it may be less responsive. If you told the farm to do something and it isn't doing it yet, give it a minute or two. If it's totally unresponsive or you've lost access to it, contact us immediately.

14. For much faster upload and downloads, please zip your folders/files before uploading or downloading. Team Render Server has an automatic unzip function and a manual zip function. For info on zipping and unzipping via FTP please see ZIPPING AND UNZIPPING REMOTELY below. Even if zipping doesn't alter the overall file size much, a 1GB zip file will upload/download faster than 1GB worth of single frames.

ZIPPING AND UNZIPPING REMOTELY VIA FTP

Using the Team Render Server browser interface you can upload, download, zip and unzip. If you prefer to use FTP, here's how to zip and unzip:

Note: to zip and unzip remotely, you must use an FTP client which supports raw FTP commands, such as Filezilla or Transmit.

1. go to the directory containing the file you want to zip or unzip... Then in Filezilla go the "Server" drop down menu and select "Enter custom command." In Transmit go to the "File" drop down and select "Send raw Command".. a window will open where you can type stuff in.

2. to unzip type "SITE UZIP filename.zip" your FTP client application will report if it was successful. Hit refresh and the unzipped file will appear.

3. to zip type "SITE ZIP name_you_want_for_zipped_file.zip folder_you_want_to_zip"
So for example:
To unzip a file called "tex.zip" you'd type "SITE UZIP tex.zip" and once it's done, hit refresh.
To zip a folder called "results" you'd type "SITE ZIP results.zip results" and once it's done, hit refresh.
you could also type ""SITE ZIP project_name_results.zip results" So you don't end up with a ton of files on your computer all called "results.zip"
Sometimes very large files can take several minutes to zip.