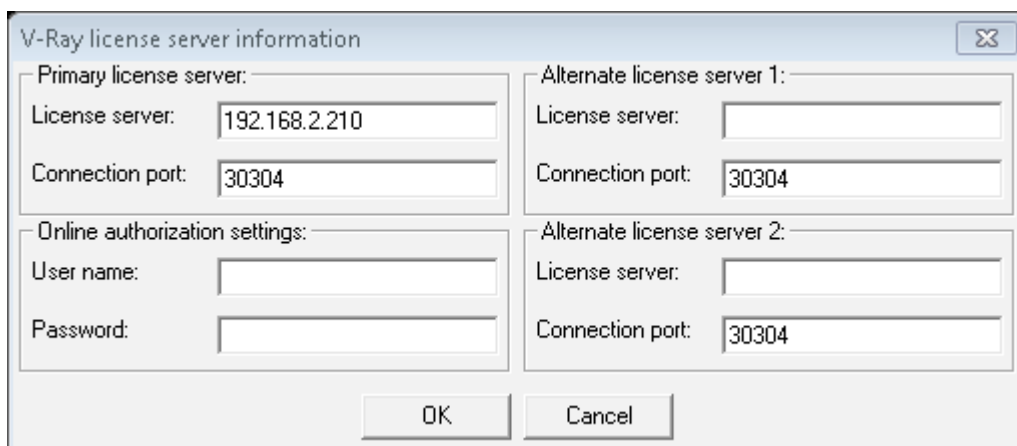# CADnetwork Render-Guide

V-Ray Distributed Rendering for 3ds Max
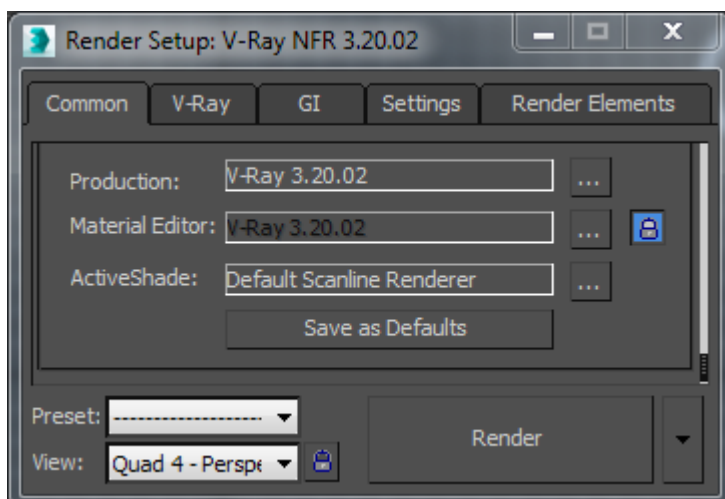
V-RAY (RenderCube)

1. To use V-Ray on the RenderCube's you have to install 3ds Max first. You do not need to start it.

2. Install V-Ray 3ds Max render slave on all RenderCubes. To run V-Ray, you have to start "change licensing settings" as administratorand and type the IP address of your Licensing Server(e.g. The workstation) into the text box. You do not need to set the port manually.
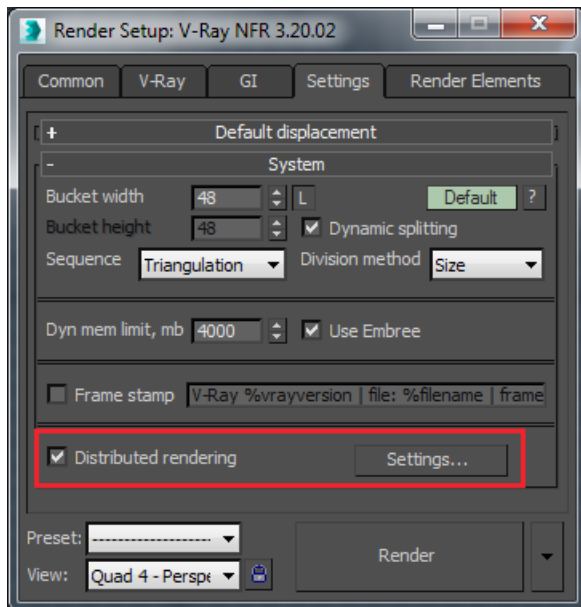

3. Launch the V-Ray DR Spawner.

3ds Max (Workstation)

1. Start 3ds Max and go to the Render Setup (F10). Click on the "Common" tab, scroll down to "Assign Renderer" rollout and choose V-Ray for Production.

2. Go to the "Settings" tab, enable "Distributed rendering" and click on "Settings" next to it.

3. Now add a server and write the IP address of your RenderCube into the server text field. Repeat this with all your RenderCube's. If you do not like to use your local workstation for rendering tasks, disable it at the bottom check box.