

NETWORK RENDERING WITH WORLDBUILDER

To perform network rendering following requirements have to be fulfilled.

1. All computers taking part in rendering have to be in a local network.
2. There should be at least one registered copy of WB Standard or Pro.
3. Every computer taking part in rendering must have WB installed. For those copies of WB that are used for network rendering only licensing is not required.
4. Job file and all the project files (*.AWB file, textures, WB libraries etc.) have to be located on networked disks. Those disks have to be mapped equally on each PC (for example "M:").

WorldBuilder can use multiple workstations to render one or more WorldBuilder animations.

Network rendering is accomplished by creating and executing WorldBuilder Job Files. Job Files are ASCII text files, the headline of which is the pathname to the *.AWB file, and the other lines initially contain the frame numbers to be rendered. Example:

```
C:\PRJ\SCENE1.AWB
```

```
1
```

```
2
```

```
3
```

```
...
```

```
etc.
```

To start WorldBuilder in network mode, you need to start it via the command line and add "-job" after the executable. Example:

```
c:\program files\Digital Element\WorldBuilder\awb30.exe -job
```

Please note that you need to insert a space between "awb30.exe" and "-job". You will need to install WorldBuilder on all the computers in the network. However, those copies of World Builder do not need to be authorized to run the network rendering.

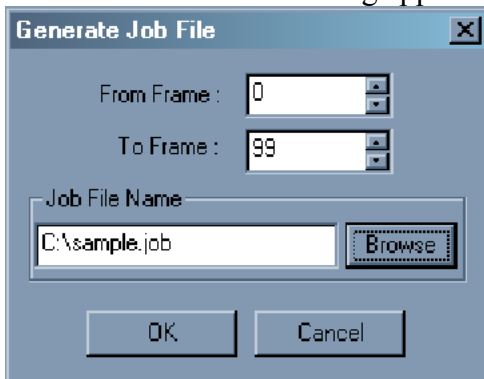
Creation of a Job File

Although you can create a Job File from scratch the best way is to let WorldBuilder create it for you. Job Files are created using Generate Job File procedure located in the Tools Menu. You can also create your own Job Files from scratch using any ASCII text editor.

Create a Job file procedure:

1. Select Tools/Generate Job File.

The Generate Job File dialog appears.



2. Specify the frame range you want to render in edit lines “From Frame” and “To Frame”.

3. Click Browse.

The Select Job File dialog appears.

4. Select the Job file you want to overwrite or type in a new Job File name.

5. Click Save and OK.

Both the Select Job File and Generate Job File dialogs are exited and the Job file is created and saved to the disk.

Executing a Job File

You execute a Job File and start Network rendering either from a Command Prompt Window or from WorldBuilder menu (if WB is licensed).

Execute the Job File on each computer that you want to network render. You can add or remove network-rendering computers at any time. To interrupt network rendering on a single computer press the ESC key. If you stop network rendering on a computer, which is rendering a frame, another computer of the network will render the frame.

When WorldBuilder is rendering a frame, it places symbol "w" before the frame number in the Job File followed by the name of the computer working on this frame. When the frame is done, "w" is replaced with "d" (done). For example the line for a done frame 11 will look like:

```
d11 computer : 'DUALPRO10' user : 'render'
```

NOTE: If rendering fails because of a power, or network failure the Job File will indicate that some frames are still in progress. Frames in progress are marked by "w" before the frame number. Simply edit the Job File and remove the "w" from all frames, which failed to render, and restart the Job File.

TIP: You can also create a batch file for a network rendering, when you want to specify multiple Job Files for execution. This is useful when you want to be sure that all computers, which take part in a network rendering, are executing the same Job File and thus rendering the same scene. You must also specify the entire path to the WorldBuilder program and check whether Job File and WorldBuilder program are on the networked disk drive. Here is an example of a batch file.

```
E:\Digital Element\AWB30\awb30.exe -JOB t:\rend_awb\flo.job  
E:\Digital Element\AWB30\awb30.exe -JOB t:\rend_awb\fores.job  
E:\Digital Element\AWB30\awb30.exe -JOB t:\new_rend\river.job
```

Execute a Job file in WorldBuilder procedure

1. Select Tools/Execute Job File.

The Select Job File dialog appears.

2. Select a Job File and click Open.

The Job File is executed.

Execute a Job file from a Command Prompt Window procedure

1. Click Start in the Windows Task Bar.

The Start Menu appears.

2. Select Programs/Accessories/Command Prompt.

A Command Prompt Window appears.

3. Click the Window Titlebar and type:

```
cd "c:\Program Files\Digital Element\WorldBuilder"  
then
```

```
awb30 -job FILENAME.JOB.
```

The Job File is executed.

In this example, awb30 is the executable that starts WorldBuilder and "-job" is a switch, which informs WorldBuilder that it will execute a Job File. FILENAME.JOB is the name and extension of the Job File that you want WorldBuilder to execute. Remember that this command line is not case sensitive however you must include a space between awb30 and "-job" and between "-job" and the Job File name. Also remember to include the hyphen before "job".

NOTE: You should specify Output for the camera to perform network rendering.

NOTE: When starting .JOB file from the command line, be sure to specify the entire path to the .JOB file to be used and check whether .JOB file is on a networked disk drive.

NOTE: When starting .JOB file from the command line you do not need to have a registered version of WorldBuilder. WorldBuilder will automatically convert itself to a special network-rendering version, which does not allow you to edit projects.