## 臺灣藝術大學 電子計算機中心 雲端算圖系統使用手冊

2023/04/16 部分參考與圖片來源:2020版雲端算圖手冊



# 為什麼使用算圖農場?



- 自動把渲染工作與資 源進行分配給數台電 腦進行算圖
- 如果機器發生故障, 亦會自動把渲染工作 安排給其他電腦



- 隨時隨地存取
- 校内外亦可

## 安全性

### • 連結校務帳號系統 • 使用者資料隱密

# 雲端算圖農場如何運作?







### Adobe After Effects 2020

App



## 兩種方式使用VMware Horizon(虛擬桌面程: 1.-網頁版:使用校網>E化入口>雲端桌面>VmwareVie



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# 2.軟體版加入伺服器

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# 移動裝置也能安裝,隨時檢查你的渲染工作

## Android



### IOS

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## 連結 RenderDisk 傳輸資料(校內外皆可使用)

### 使用 RenderDisk(Y 槽) 必須先向管理員 聯絡提出申請創建算圖農場資料夾

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Privacy Policy Trademark Policy Development Source code Nightly builds Translations Version history Changelog Issue tracker Dther projects	This installer may include bundled offers. Check below for more options. The 64bit versions of Windows 8.1, 10 and 11 are supported.	Ine server s co examine the co trusted. Compare the co fingerprint you administrator of Certificate in co Certificate in co Certificate Overview Fingerprint Validity p Subject Common Organiza Unit:	trificate is unknown. Please carefully trificate to make sure the server can be splayed fingerprint with the certificate have received from your server r server hosting provider. ain: 0 (Server certificate) ~ t (SHA-256): 6a:d3:d5:14:97:e2:09:72:a7:b0:a4:7 31:c1:75:37:05:54:29:26:70:c1:6f:8e tt (SHA-1): f0:cc:4d:df:c2:94:8b:f9:88:7b:22:96: triod: From 2022/8/12 下午 03:05:38 to name: *.ntua.edu.tw ion: National Taiwan University of Arts MIS	/9:ab:d6:e3:93: e:55:c3:02:2c ::::::1:d4:6e:04:f2:75:4d : 2023/9/11 下午 11:59:59	02 <sup>登.</sup>	入 RenderDisk 亚允許 憑證
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系統管理員:

陳惇翊

FB Messager : m.me/robin.cloud.chen

LINE: robin80829

陳曉婷 email: pizzaa0603@gmail.com

# 連結 RenderDisk 傳輸資料(校內外皆可使用)

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## 進入Deadline Monitor (算圖農場程式)





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		rayer.	2			200 % (2/2)	Completed	2010/12/14 15:1	<ul> <li>2018/12/14 13:1.</li> </ul>	2016/1	12. <u> </u>	<u>.</u>	Rendering		Render Aude döß	00100104146		
-										_			<b>MIDULO</b>		Trubuguo Dinie	but the second sec		

Save Name •	Machine Name	Machine User	Description	Status	Lest Status Update	Office Message	Comment
Render Rode (X)	Render Node (C)	nender		Rendering (3.0 m)	2010/12/13 18:3		
Render-Rode-002	Render Abder 602	nender		Rendering (4.5 m)	2010/12/15 18:0		
Render Node-003	Render Akde-003	nen-der		Rendering (N.6-m)	2010/12/15 18:3		
Render Rode 601	Render Node 001	nender		Rendering (55 m)	2010/10/15 18:3		
Render Rode (005	Render Node COS	nender		Stated	2010/12/15 1248		
Render Piede -006	Render Alude-006	nender		Rendering (4.5 m)	2010/12/15 18:3		
Render Aude 007	Render Aude COT	nender		Rendering (5,5 m)	2010/12/13 10:3		
Render Pade 608	Render Apide-008	nender		Rendering (40 g)	2010/12/15 18:3		





7. 完成後任務會出現在左上方,點選後右側會出現影格 算圖情況,最後至網路硬碟收取結果。



Submit Maya Job To Deadline	$\times$		
		ſ	名詞參曰
soo Options Advanced Options Renderer Options		C	
2018 Description 必道!			
Job Name animation projects		任務名稱	以"專案"命名·以利辨識個人任
Comment cut10_AO_v1		任務描述	"場號、鏡頭、圖層、版本"·任務
Department maa123		系所單位	系所英文 + 學籍 · 用於區分系所華
Job Options	_		
Pool 🔹 💌		運算集合	使用预設
Secondary Pool 👻		次要運算集合	使用预設
Osoup zone 💌		300 90V 82Y ALL	使用预設
Priority 50		優先級別	級別越高代表優先運算・但目前採
Tauk Timeout 0 🗧 Eashle Auto Tauk Timeout		任務論時	以分鐘為單位・0 為無限制
Concurrent Tesks 1 🗧 🖉 Limit Tesks To Sleve's Tesk Lim	àt	同時執行任務數	單一機器同時執行數
Machine Limit 0 Machine List Is A Blacklist		運算機器數量限制	全部機器同時執行数・0 為無限制
Machine List 28:3		指定機器	指定機器
Linita		限制機器	限制機器
Dependencies		任務依據	填入的指定任務完成後,此任務才
On Job Complete Nothing 👻 🖬 Submit Job As Surpended		任務完成後執行	分為:無/封存/刪除
Maya Options	_		
Project Directory Y:\render- 畅號 \ 專案資料夾		專案路徑	專案之網路硬碳位置
Maya File Y:\render- 帳號 \ 專案資料夾 \ 檔名 .mb		速算檔案位置	運算檔案之網路硬碟位置
Output Rolder Y:\render- 畅號 \ 專案資料夾 \images .		輸出位置	輸出結果之網路硬碟位置
Frame List 詳見下頁解說 Submit Maya Scene File		影格範圍	影格範圍,下頁有詳細使用方式
Frames Per Task. 詳見下貢解說 章 Renderer - File 必須!必須!		個別任務影格數量	以單位分配影格於機器運算
Yermion 依照系統建置設定 Build To Force 64bit	9	執行版本	檔案版本不得高於運算版本,檔案 統術演繹 64 位元
Submit Close			

### 放設定解說

B¥

的容易还

位

先進先出制度管理・所以此還項無效

自動逾時 同時渲染數量不超過機器各別數量限制

將"指定機器"視為黑名單

### 會運算

提交任務送出後為停止狀態

※ 英文命名 ※

將 MAYA 檔案拷貝各台渲染,再拷貝回結果 指定算圖引擎 必選檔案使用的引擎

2018 可選擇 2018,但無法於 2015 上執行,此外系



### Frame List 影格指派說明

<u>特定影格</u>
5
<u>複數特定影格:空白或逗號</u>
5,10,15,20
5 10 15 20
<u>連續影格:冒號或減號指定</u>
1-100
1:100
<u>跳號</u>
1-100x5
1:100:5
1-100step5
1-100by5
1-100every5

<u>倒序</u>
100-1

<u> 倒序+跳號</u>
100-1x5
100:1:5

### 

<u>先完成 5,18, 再完成 28 到 100</u> 5,18,28-100 5,18,28-100 5,18,28:100

### 先完成跳號 再完成其中的影格

1-100x5,1-100 1-100x5 1-100 1:100:5,1:100 1:100:5 1:100 <u>先完成 10、5、2 的跳號 再完成其中的影格</u> 1-100x10,1-100x5,1- 100x2,1-100 1-100x10 1-100x5 1-100x2 1-100 1:100:10,1:100:5,1:100:2,1:100 1:100:10 1:100:5 1:100:2 1:1000

<u>先完成跳號 再完成其中的影格</u>

100-1x10,0-100x5,100-1 100-1x10 0-100x5 100-1 100:1:10,0:100:5,100:1 100:1:10 0:100:5 100:1



Frames Per Task 個別任務影格數量

當圖層 (Layer) 渲染很快時 ( 如少於一分鐘 ),調高單一任務影格數有助於提高整體 運算效率,減少背重複 開啟檔案的時間損耗。例如:遮罩 (Matte、Mask)、景深 (ZDepth)、純色 (Color)。可用質因數計算機等 分平配,若在使用者在自有電腦上測 試少於一分鐘,就需要提前設定較高的數值。

### 指定算圖引擎

使用 Arnold 時必須將 Verbosity 調整為 2,如此算圖系統才會顯示百分比進度, 並記錄詳細資訊提供管理員檢查問題

Job Options	Advanced Optic	ons	Renderer Options	)
Arnold Optio	ns			
		_		
Maya To Arnolo	d Major Version	3	※ 農場環境為第 3 版	-
Arnold Verbosit		6		
Arnold Verbosit	-y	2	※2 才會顯示進度	

## 任務指派說明 - 透過 MAYA 中繼程式 ( 適合多圖層算圖設定 )



2. 開啟 MAYA 找到 Deadline 分頁,點擊開啟 Submitter



※ 首次開啟可能會出現分業無法正常顯示之情 況,重新開啟 MAYA 即可

Maya Submitter 是一種用於管理和提交 Maya 3D 建模和動畫軟件中渲染任務的工具。Maya Submitter 可以將渲染任務分發到 Render Farm 中進行並行 渲染,從而加快渲染速度。

Job Description		
lob Name	自動讀入場景檔名,或自行修改	<
Comment	填入"場號、鏡頭、圖層、版本",任務內容	簡述
Department	系所英文 + 學籍, 用於區分系所單位	
<ul> <li>Job Scheduling</li> </ul>		
Secondary Pool		
Group		
Priority	50	
Machine Limit	0	
Concurrent Tasks	1	
fask Timeout	0	
Minimum Task Time	0	
	脚生前診明相同	
imit Groups	與兀削說叻怕问	
Dependencies		
Machine List		
On Complete	Nothing 🔻 Machine List is a	Blacklist
	Submit As Suspended Close on Submis	sion
WS Portal	Precache assets for AWS	
<ul> <li>Render Options</li> </ul>		

## 任務指派說明-透過MAYA中繼程式(適合多圖層算圖設定)

<ul> <li>Render Options</li> </ul>	
Frame List	自動載入渲染設定,或自行修改
Frames Per Task	1
Additional Frame Options	
Camera	■記得選 ■ Disable Auto Camera Tag
Project Path	若有設定專案會自動讀入位置
Output Path	若有設定專案會自動讀入位置
Maya Build	64bit 🔻 🛛 Submit Maya Scene File
	✓ Use MayaBatch Plugin Ignore Error Code 211
	Strict Error Checking Use Local Asset Caching
Startup Script	
Deadline Job Type	Maya Render Job 🔻
<ul> <li>Maya Render Job</li> </ul>	
Renders a normal Maya job us	ing the current Maya renderer.
Threads	□ ※ 很重要務必設回 0※
Frame Number Offset	0
🔽 Submit Render Layers As S	eparate Jobs 📃 Override Layer Job Settings
Submit Cameras As Separa	te Jobs 📃 Ignore Default Cameras

可設定用於模擬 Fluid、Geo、Bifrost Sim、 Maya Script、Alembic 任務指派,或輸出 V-Ray、Arnold 之場景封包檔。詳細請見官 方說明。

自動讀取各層設定,並將各層分為各個獨立 任務,以便於控制某層只算單張,或另外提 高算很快的任務之 Per Frame Task

### 指派任務完成之分層狀態

Job Name	User	Errors	Comment	Department	Task Progress	Status
🎊 kuangjia	10510709		cut34	maa105	100 % (4/4)	Completed
cut39_lit (1 item)	10610734	0	cut39	maa106	100 % (10/10)	Completed
SC34_HI (7 items)	10510718	6		105	100 % (289/289)	Completed
SC33_HI (4 items)	10510718	11		105	100 % (248/248)	Completed
<ul> <li>SC32_HI (11 items)</li> </ul>	10510718	26		105	100 % (388/388)	Completed
SC32_HI - Zdepth	10510718			105	100 % (1/1)	Completed
🔝 SC32_HI - Zdepth	10510718			105	100 % (2/2)	Completed
SC32_HI - Beauty_ch_mv	10510718			105	100 % (13/13)	Completed
🔝 SC32_HI - Beauty_BG	10510718	5		105	100 % (13/13)	Completed
🕅 SC32_HI - BG_Set	10510718			105	100 % (13/13)	Completed
👧 SC32_HI - Beauty_ch	10510718			105	100 % (13/13)	Completed
SC32_HI - Zdepth	10510718			105	100 % (9/9)	Completed
🔝 SC32_HI - Beauty_ch_mv	10510718	0		105	100 % (81/81)	Completed
SC32_HI - Beauty_BG	10510718	14		105	100 % (81/81)	Completed
🕅 SC32_HI - BG_Set	10510718	0		105	100 % (81/81)	Completed
SC32_HI - Beauty_ch	10510718			105	100 % (81/81)	Completed
<ul> <li>SC31_HI (6 items)</li> </ul>	10510718	22		105	100 % (312/312)	Completed
SC31_HI - Zdepth	10510718			105	100 % (10/10)	Completed
SC31_HI - Beauty_ch_mv	10510718	0		105	100 % (100/100)	Completed
SC31_HI - BG_Set	10510718			105	100 % (1/1)	Completed
🔝 SC31_HI - Beauty_BG	10510718	0		105	100 % (1/1)	Completed
SC31_HI - Beauty_station	10510718			105	100 % (100/100)	Completed
👧 SC31_HI - Beauty_ch	10510718	14		105	100 % (100/100)	Completed
🔝 kuangjia	10510709		cut42	maa105	100 % (6/6)	Completed
🏫 kuangjia	10510709	0	cut31	maa105	100 % (15/15)	Completed
🔝 kuangjia	10510709		cut25	maa105	100 % (18/18)	Completed
ณ kuangjia	10510709	0	cut24	maa105	100 % (6/6)	Completed
SC30_HI (10 items)	10510718	1		105	100 % (565/565)	Completed
🔊 SC30_HI - Zdepth	10510718	0		105	100 % (11/11)	Completed
SC30_HI - Beauty_train	10510718			105	100 % (110/110)	Completed
🔝 SC30_HI - Beauty_ch_mv	10510718	0		105	100 % (110/110)	Completed
SC30_HI - Fog	10510718			105	100 % (1/1)	Completed
🕅 SC30_HI - Beauty_train	10510718	0		105	100 % (110/110)	Completed
SC30_HI - BG_Set	10510718			105	100 % (1/1)	Completed
SC30_HI - Beauty_BG	10510718	0		105	100 % (1/1)	Completed
SC30_HI - wall	10510718			105	100 % (1/1)	Completed
SC30_HI - Beauty_station	10510718	0		105	100 % (110/110)	Completed
SC30_HI - Beauty_ch	10510718			105	100 % (110/110)	Completed
SC25_HI (1 item)	10510718	13		105	100 % (120/120)	Completed

## 任務指派說明 - 透過 After Effects 中繼程式

× Render Queue ≡ ■ RenderTe	est_VRay_2018_20_0	03_02		
> Current Render			_	
Render 🔖 🛎 . Comp Name	Status	Started	Render Time	Comment
✓ ☑ ■ 1 RenderT20_03_02	Queued			
> Render Settings: V Best Settings		Log:	Errors Only ~	
Output Module:   Custom: QuickTi	me	+ Output To:	RenderTest_VRay_2018_	20_03_02.mov
✓ ☑ ■ 2 RenderT20_03_03	Queued			
> Render Settings: V Best Settings		Log:	Errors Only ~	
Output Module:   Custom: QuickTi	me	+ Output To:	RenderTest_VRay_2018_	20_03_03.mov

Output Module Settings			×
Main Options Colo	r Management		
Format: Post-Render Action:	OpenEXR Sequence None		
Video Output			
Channels:	RGB	<ul> <li>Format Options_</li> </ul>	
Depth:	Floating Point	<ul> <li>Zip compression</li> </ul>	
Color:	Premultiplied (Matted)		
Starting #:	0 🔽 Use Comp Fram	e Number	
Resize			



### Preferences

02

General Previews Display Import	Application Scripting          Image: Allow Scripts to Write Files and Access Network         Image: Enable JavaScript Debugger
Output Grids & Guid <del>e</del> s	Expressions  Expression Pick Whip Writes Compact English
Audio Output Mapping Sync Settings Type	<ul> <li>Highlight Matching Braces</li> <li>Auto Insert Braces</li> <li>Auto Indent Braces</li> <li>Auto Complete</li> </ul>
Scripting & Expressions	Theme: After Effects Classic Dark 🗸 🖷 🛍

.輸出序列圖檔時,Use Comp Frame Number 需勾 否則會出 現圖片重複寫入之情況



### 存取權限

Ae A	dobe A	After Effects - Ur	ntitled Pr	roject.ae	р							
File	Edit	Composition	Layer	Effect	Animation	View	Windo	w	Help			
	New					>	. ♦   أو					Snapping
	Open	Project			Ctrl+C		6 Cor	npo	sition (n	one) ≡		
	Open	Team Project										
	Watch	Folder										
	Script	s				>	Run S	Scrip	pt File			
	Create	Proxy				>	Instal	l Sc	ript File.			
	Set Pr	oxy				>	Instal	l Sc	riptUl Pa	nel		
	Interp	ret Footage				>	Open	Sc	ript Edito	r		
	Repla	ce Footage				>	Recen	nt S	cript File	s		>
	Reloa	d Footage			Ctrl+Alt+I		Chan	ge	Render L	ocation	s.jsx	
	Licens	e					Conv	ert	Selected	Propert	ies to Marl	kers.jsx
	Revea	l in Explorer					Dead	line	AfterEffe	ectsClier	nt.jsx	
	Revea	l in Bridge					Demo	o Pa	alette.jsx			
	Projec	t Settings		Ctr	l+Alt+Shift+k	C	Doub	le-l	Up.jsx			
	Exit				Ctrl+C	2	Find a Rend	and er a	l Replace and Emai	: Text.jsx Lisx		
	_		_	_			Scale	Co	mpositio	n.isx		
							Scale	Sel	ected La	vers.isx		
<b>.</b>		1 - 10 8 boc	Ê			-	Smar	tlm	nport.isx	,		
										_	_	





開啟 AE 後,首次先啟用腳本

※因 Render 雲端桌面有兩台,使 用者設定檔 並不同;另外不定期 清除電腦使用者設定檔,所以沒 出現就需要重新設定。

4. 開啟 Submitter 腳本

## 任務指派說明 - 透過 After Effects 中繼程式

Provide a financia		
General Advanced		
Job Description		
Job Name	自動讀入檔名,或自行條改	
	Use Comp Name As Job Name	
Comment	填入"場號、鏡頭、圖層、版本",任務內容簡述	Submit Selected Layers to Deadline
Department	系所英文 + 攀籍,用於區分系所單位	This will submit all selected layers to Deadline as separate Jobs. Settings set in the submission dialog will be used, but comps currently in the render queue
Job Scheduling		will NOT be submitted by this dialog.
Pool	none ~	Choose Unselected Layers To Include In The Render
Secondary Pool	✓	V All Universities Layers
Group	none v	✓ Topmost Camera Layer ✓ Light Layers
di oup		Audio/Video Layers Adjustment Layers
Priority	50 — O — — — — — — — — — — — — — — — — —	Optional Cuttings
Machine Limit		Layer Name Parsing
Concurrent Tasks	1 與先前說明相同 — 🗹 Limit Tasks To Worker's task limit	
Task Timeout	• •	Output Settings
Limits		Render Settings
Desendencies		Output Module AJFF 48kHz -
beperioencies		Output Format [compName].[layerName].[fieExtension]
Machine List		Output Folder
On Job Complete	Nothing Submit As Suspended Machine List is a Blacklist	Use Subfolders
After Effects Options -	■自動競入或自決機2000 Use Frame List From The Comp 依照 Comp 的設定影格範疇	Submit Close
Frames Per Task	自動載入或自行條改	
Comp Schmission	Submit Entire Ourse As Comp Selection RevierTest VRvv 2018	
「「「「「「「」」」	1 课到的那一团 2 仿照读染料剂抽灌剂的 3 整层读染体列的杂解	
and an and a second sec		
Draft Off	Pipeline Tools Submit Selected Layers. Submit Close	



## 任務指派說明 - 透過 After Effects 中繼程式

Central       Advanced         Atter Effects Advanced Oppose       Endore First Advanced Offices Comps       Endore First Advanced Office       Endore First Advanced Offices       Endore First Advanced Offices <td< th=""></td<>
Comps Are Dependent On Previous Comp       André Previous Comp       Bacter Part August Au One Job       Multi-Process Rendering       Submit Project Fail With Job       Submit Project Fail On Wassing Footage       Doort XML Project Fail       Same Extere Render Queuet Au One Job       Statust Rendering       Submit Project Fail On Wassing Footage       Doort XML Project Fail       Statust Rendering       Statust Ren
Stabilit Extere Rander Queue AD Die job       Multi-Procest Randering       Stabilit Extere Procest Randering       Stabilit
□ Typer Making Liver Dependencies □ Fact On Hasing Kessages □ Depit XAL Prejet Hae □ Typer Making Liver Dependencies □ Centime On Masing Footage □ Debta XAL Freyet Hae □ Override Fail On Existing AE Process □ Fail On Existing AE Process □ Evolve Local Rendering □ typer CPU Acceleration Warning □ Include Output File Path □ type definition (Fail On Existing AE Process □ Include Output File Path □ type definition (Fail On Existing AE Process □ Include Output File Path □ type definition (Fail On Existing AE Process □ Include Output File Path □ type definition (Fail On Existing AE Process □ Include Output File Path □ type definition (Fail On Existing AE Process □ Include Output File Path □ type definition (Fail On Existing Manees" to be enabled for each comp) □ trueble Multi-Machine Rendering Number Of Machines 20 Output File Checking Manman File San (V3) 0 □ type File Checking Manman File San (V3) 0
<ul> <li>□ Ignore Masing (feet laterenes)</li> <li>□ Continue On Masing Footage</li> <li>□ Continue</li></ul>
□ Override Fail On Dotting Af Process □ Fail On Dotting Af Process □ Faile Local L
■ Ignore GPU Acceleration Warning ■ Include Output File Path Multi-Machine Rendering (requires "Skip existing fames" to be evabled for each comp) □ trable Multi-Machine Rendering Tumber Of Mochines ISI Output File Checking Multi-Machine Rendering
Multi-Machine Rendering (requires "Skip existing fames" to be enabled for each comp)
Number Of Machines     10     O       Output File Oreging         Mainton File Size (01)
● Output File Checking Minimum File Size (18) ●
🗖 Delete Files Under Minimum File Stat
□ Fall On Missing Output 序列图像渲染時需開放各個 Render Setting 中的略過已存在影格
- Memory Management X
Composition "st7-1"
Image Cache 6. 300 V Proy Use No Provide Use No Provide V Provide Use No Provide V Pro
Assimum Memory 6 100
低於1KB則删除
遗失输出位置则失败
Draft Off Pipeline Tools Submit Selected Layers. Submit Close 影格古用最大比例
AE 可使用對比例
AE 網路分散式渲染比較不穩定,請使用後評估是否適合
因渲染電腦與使用者工作設定不同,需勾選忽略警告避免失敗
信用非 AF 內建之故果靈融紋答理 昌协 th

單一台農場渲染效率不比工作站,較適合如 4K 高負載影格處理





## Monitor 任務管理設定介紹 (Job 工作)

工作名稱	使用者】器段】	例註】	86 19	狀態	指派時間	開始時間	完成時間	耗费時間(預計時間)
Job Name	User Errors	Conment Task Progre	ss Department	Status	Sobrit Date/Time	* Start Date/Time	Finished Date/Time	Cook Running Time: Estimated Remaining
RenderTest_Arrold_2018 - RenderCan	render 0	Render Threads Test 100 % (	12/12) CC	Completed	2020/05/15 16:08:25	2020/05/15 16:08:27	2020/05/15 16:30:15	00:00:21:48
Kill ani grs. 120-350 - Conversion Job	調工作的設式開	bt_avi_03 200 % (2	557558 CL0305	Completed	2020/05/15 12:45:21	2020/05/15 13:14:29	2020/05/15 13:23:13	00:00:08:43
Ø Rd_am_grs_120-359	THE DE NO. OF ME	bt_ari_03 (200 %) (20	5(245) 0L0305	Completed				00.00.28.28
Untitled (2 items)		100.54 (22	32230 Cu0105	Completed	2020/05/15 03:33:39	2020/05/15 03:33:42	2020/05/15 05:24:41	00:01:50:59
Olden grift		b(_m)_03 (30 % (3 ht and 03 (30 %)	234223) CLD 105	Completed	2020/05/15 03:19:59			00:00:01:45
	10510718 1	100 % (11	E7211270 105	Completed	2020/05/14 23:39:40	2020/05/14 23:39:42	2020/05/15 12:30:04	00125022
Ø 10.ari_b		bt_wi_02 \$20 % (2	2542281 OLD 105	Completed	2020/05/14 03:44:19			00:02:47:13
O RILATES		64_art_01 100 %	(1/1) 0.0305		2020/05/14 03:33:22			00:00:09:20
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🚔 View Job Reports	Ctrl+I	檢視報告				檢視報告		
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			Report Date/T	ine • Report Type		Task ID Plugin		Tide Task Time A
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			2020/05/15 16	k3 Log	Render Node-001 Render Node-002	個別任務批	10 5	Render Log 00:00:18:39 Render Log 00:00:18:41
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🗙 Eal Job	Ctrl+F		4 2020-	05-15 16:11:27	0: Loading Job's	Plugin timeout is Dis-	bled Mg. Files for Job'	
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15 16:11:32: 0: Executing plugin command of type 'Initialize Plugin' 15 16:11:32: 0: INFO: Executing plugin script 'C:\Users\render\AppData\Local\Thinkbox\Deadline:

## Monitor 任務管理 (Job 工作)- 修改工作屬性

## 任務外掛設定

Job Properties				×	Job Properties
General Timeouts	- Arnold Options				General
Interruptible Notifications	Maya To Arnold Major Ver	sion 2			Timeouts Interruptible
Machine Limit Limits Dependencies	Arnold Verbosity	2		•	Notifications Machine Limit
Failure Detection Cleanup	— Maya Info				Limits
Scheduling Scripts	Renderer	Arnold			Failure Detection
Event Opt-Ins Environment	Version	2019			Cleanup Scheduling
Job Extra Info Task Extra Info Names	version	2010			Scripts
Submission Params MawaBatch Settings	Build To Force	64bit		-	Event Opt-Ins
AWS Portal Settings	Enable Strict Error Checkin	g True		•	Job Extra Info
Path mapping Rules	Startup Script				Task Extra Info Name
					Submission Params Nuke Settings
	<ul> <li>Output Image File Option</li> </ul>	15		-	Hune becongo
	Output File Path	可修改			
	Enable Local Rendering	alse		-	
	<ul> <li>Render Options</li> </ul>				
	Frame Number Offset	0		0	
	Threads	0	※ 很重要務必設回 0※		
	Project Path	可修改			
	Use Legacy Render Layers	True	設錯這邊可以修改		
	Dender Seturn - Include All	Liebte True			
	Kender Secup - Include Hi	agino inde			
	- Scene File				
	Scene Filename	<b>改</b>			
			ок	Cancel	



-般資訊

Job ID

Name

Comment

Department

Batch Name

Secondary

Group

Priority

Concurrent

On Job Com

User

Pool

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	Fantastic chief crown Deadline v000			
	Batch #610			
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lool		•		
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asks	1	۲	✔ Limit Tasks To Slave's Task Limit	
lete	Do Nothing	•		
	Re-synchronize Auxiliary Files Between Tasks			
	Reload Plugin Between Tasks			
	Enforce Sequential Rendering			
	Suppress Event Plugins			
	Job Is Protected			
			OK Creat	
			Cancel	

## Monitor 任務管理 (Job 工作)- 修改工作屬性

01

逾時設定

(02)

Job Properties			×	Job Properties			×
General Timeouts Interruptible Notifications Machine Limit Limits Dependencies Failure Detection Cleanup Scheduling Scripts Event Opt-Ins Environment Job Extra Info Task Extra Info Names Submission Params CommandLine Settings	Minimum Task Render Time Maximum Task Render Time Maximum Start Job Time Maximum Load Plugin Time On Task Timeout	<ul> <li>nours</li> <li>nours</li> <li>ninutes</li> <li>seconds</li> <li>hours</li> <li>ninutes</li> <li>seconds</li> <li>hours</li> <li>ninutes</li> <li>seconds</li> <li>hours</li> <li>ninutes</li> <li>seconds</li> </ul> I cable Timeouts For row I cable Timeouts For Pre/Post Job Scripts I cable Auto Task Timeout B cable Auto Task Timeout I cable Auto Task Timeout feature is based on the Auto Job Timeout Settings for the Repository Options. The timeout is based on the render times of the saks that have already finished for this Job, so this option should only be used if the frames for the job have consistent render times.	Cancel	General Timeouts Interruptible Notifications Machine Limits Dependencies Failure Detection Cleanup Scheduling Scripts Event Opt-Ins Environment Job Extra Info Task Extra Info Names Submission Params Nuke Settings	Slaves That Can Render This Job Simultaneously Return Limit Stub When Task Progress % Reaches Slave List rendernode_000 rendernode_001 rendernode_003 rendernode_004 rendernode_005 rendernode_006 rendernode_007 rendernode_009 rendernode_010 rendernode_010 rendernode_011 rendernode_013 rendernode_013 rendernode_014 rendernode_015 rendernode_015 rendernode_016 rendernode_020 rendernode_021 rendernode_021 rendernode_023 rendernode_023 rendernode_024 rendernode_025 rendernode_026 rendernode_027 rendernode_027 rendernode_028 rendernode_029	0 0.00% Blacklist Slaves rendernode_018	
			The state of the s				



### 機器限制

## Monitor 任務管理 (Job 工作)- 修改工作屬性

03

預約排程

(04)	

Displayed Job Info F

> Name= BatchNa UserNa Region Frames ChunkSi Priority ForceR Overri Overri JobCle OnJob Blacklis Schedu Schedul ExtraIn ExtraIn ExtraIn ExtraIn ExtraIn ExtraIn ExtraIn Override TaskExtr TaskExt TaskExt TaskExt TaskExt TaskExt TaskExtr TaskExtr TaskExtr TaskExtr

General Timeouts Interruptible Notifications Machine Limit Limits Dependencies Failure Detection Cleanup	Scheduling Mode Repea One Time or Repeating S Start Date and Time Day Interval	ating 💌 cheduling Settings 2016/04/19 1	09:16:12	Stop Date and Time	2016/04/20 09:18:12	×	General Timeouts Interruptible Notifications Machine Limit Limits Dependencies Failure Detection Cleanup
Scheduling	Custom Scheduling Settin						Scheduling Scripts
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3dsmax Settings				Stop Time		Β	3dsmax Settings
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pelow are submission parameters that can be used to re-submit this job using DeadlineCommand       Export         arameters       Plugin Info Parameters         Pugin Info Parameters       Informang Pattern Parameters         Pugin Info Parameters       Informang Patient Pattern Patient			
arameters       Plugin Info Parameters         ice dry plaster v005 <ul> <li>e=Batch #911</li> <li>i=wayne.stevenson</li> <li>i=00</li> <li>i=00</li> <li>i=100</li> <li>r/</li> <li>adPlugin=True</li> <li>utoJobCleanup=True</li> <li>opDays=30</li> <li>nplete =Delete</li> <li>nobie-018</li> <li>Type=Daily</li> <li>StartDateTime=19/04/2016 09:16</li> <li>D=modeling</li> <li>1=Piggy Bank</li> <li>2=Piggy</li> <li>Soc-422f86-218F-11e4-897b-040111e55901</li> <li>AfoName1=Shot</li> <li>infoName2=Extra Info 3</li> <li>infoName3=Extra Info 5</li> <li>infoName3=Extra Info 6</li> <li>infoName3=Extra Info 7</li> <li>infoName3=Extra Info 8</li> <li>infoName3=Extra Info 7</li> <li>infoName3=Extra Info 8</li> <li>infoName3=Extra Info 7</li> <li>infoName3=Extra Info 8</li> <li>infoName3=Extra Info 7</li> <li>infoName3=Extra Info 7</li> <li>BlackPixeIThreshold=0.1</li> <li>infoName3=Extra Info 7</li> <li>BlackPixeIThreshold=0.1</li> <li>infoName3=Extra Info 7</li> <li></li></ul>	pelow are submission parameters that can be used	to re-submit this job using DeadlineCommand 📃	Export
ice dry plaster v005       ◆         e=Batch #911       IsMaxDesign=0         =wayne.stevenson       Padding=4         P-908       IsMaxDesign=0         i=10       IgnoreMissingUWs=1         77       IgnoreMissingUKEFs=1         adPlugin=True       IgnoreMissingVREFs=1         ut0>bOCleanup=True       LocaRendering=1         opDays=30       OneCpuPerTask=0         pable=0elete       Language=Default         ubsolEcanup=Rue       UseSlaetwolde=1         UseSlaetwolde=1       UseSlaetwolde=0         PopupHanding=1       OneCpuPerTask=0         1=Piggy Bank       RenderStatESet=0         2=Piggy       RenderStatESet=0         3=bc42z186-218F-11e4-897b-040111e55901       Hatest         Attest       Camera=-camera001         InfoName1=Shot       Camera0=         InfoName3=Extra Info 2       MaxVersionToForce=64bit         InfoName3=Extra Info 5       MaxVersionToForce=64bit         InfoName4=Extra Info 6       FailOnBlackFrames=0         InfoName3=Extra Info 8       BlackPixeIPrreshold=0.1         InfoName3=Extra Info 8       BlackPixeIPrreshold=0.1         InfoName3=Extra Info 8       BlackPixeIPrreshold=0.1         InfoName3=Extra Info 8       BlackP	arameters	Plugin Info Parameters	
	ice dry plaster v005 e=Batch #911 e=wayne.stevenson 0-908 e=10 77 adPlugin=True wto JobCleanup=True obCleanup=True upDays=30 mplete=Delete mobile-018 IType=Daily iStartDateTime=19/04/2016 09:16 0=modeling 1=Piggy Bank 2=Piggy 3=bc422f86-218f-11e4-897b-040111e55901 4=test 5=jon KeyValue0=Description=testing! askExtraInfoNames=True InfoName0=Project InfoName1=Shot InfoName2=Extra Info 2 InfoName3=Extra Info 3 InfoName4=Extra Info 5 InfoName5=Extra Info 5 InfoName6=Extra Info 7 InfoName8=Extra Info 8 InfoName9=Extra Info 9	Version = 2013 IsMaxDesign = 0 Padding = 4 RemovePadding = 0 IgnoreMissingExternalFiles = 1 IgnoreMissingUVWs = 1 IgnoreMissingDLLs = 0 IgnoreMissingXREFs = 1 DisableMultipass = 0 LocalRendering = 1 OneCpuPerTask = 0 Language = Default UseSlaveMode = 1 UseSilentMode = 0 PopupHandling = 1 IncludeLocalPaths = 0 RenderStateSet = 0 RestartRendererMode = 0 DisableProgressUpdateTimeout = 0 SkipRender = 0 OverrideFailOnExistingMaxProcess = false FailOnExistingMaxProcess = false Camera = Camera001 Camera 0 = Camera 1 = Camera001 MaxVersionToForce 1 = 32bit MaxVersionToForce 2 = 64bit FailOnBlackFrames = 0 BlackPixelThreshold = 0.1	

## Monitor 任務管理 (Job 工作)

任務編號」影格	狀態	an an	渲染機	AR 16 89	啟動花費	) 渲染時間	【標準時間	0034989.00	完成時間	) 狀態)	18 19	輸出容量	RAM (200	RAM TIN CPU CPU CPU	CPU NR#
Task ID & Prane	Dialus Completed	Program	Winder Render Heder (11)	Test Tese 00-00-06-44	Statup Tele 00-00-00-04	Rander Time 00-00-00-10	Normalized Funder	15tert Outs/Time 2000/05/151-06-1	Perioh Carte/Time 2020/05/15 04-1	Kander (Value	Eren E	Over the Sur S (S) NO	Trail CATOLOGY 1 UN 08 (2%)	Average RAH Usage Peak CPU Usage 1-012-02 (CPU) 101-95	101/101/00
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### 任務渲染中

Requeue Task	重新排隊工作	任務未渲染		
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📭 Resubmit Task	重新指派此工作	Resume Task	Ctri+tk	枢 積 上 1F
🔁 View Output	檢視結果	<ul> <li>Complete Task</li> </ul>	Ctrl+M	直接完成工作
Explore Output	檢視資料夾	🗙 Fail Task	Ctrl+F	直接失敗工作
🔁 Copy Output Path	複製輸出路徑	🔿 Resubmit Task		重新指派此工作
🚍 View Task Reports	檢視工作報告	View Output	•	檢視輸出
🖵 View Worker For Task	以同機器檢視報告	Explore Output	•	瀏覽輸出資料
Connect To Worker Log	檢視機器報告(無權限)	Copy Output Path	▶	拷目輸出路徑
Scripts	腳本		CHI.T	か 思 む た
🛱 Blacklist Worker	將此機器黑名單	view Task Reports	Ctri+1	<b>恢                                    </b>
🚍 Whitelist Worker	將此機器白名單			
[] ⊆ору				

# 使用deadline mobile APP 進度監看(校內&IOS only)

1	. 設定網頁服務的密碼
File View Submit Sgr	ripts <u>Lools Help</u> Super User Mode Download Integrated Submission Scripts Synchronize Scripts and Plugins Local Slave Controls Options Comment
Configure Monitor Options           Monitor Options         Notifit           Image Vetword         En           User Setmage         Styles           Styles         Model           Rend         Th           Rend         Th           Rend         Th           Web         Web           Web         Web           Th         Enable	fication Settings mail Address Machine Name end Email Notifications True end Popup Notifications Popup Notifications Popup Notifications Populations (Windows Only) onfirm Password end Popup Notification Settings Population Populations (Windows Only) onfirm Password end Popup Notification Settings Population Population P
	OK Cancel

### 2. 安裝對應行動裝置的 Deadline Mobile

	Deadline Mobile Thinkbox Software Inc. Productivity ③ You don't have any devices.	_	★★★★ ☆ 26 ≗
Ann Store Proview		Add to Wishlist	Install
App Store Preview		teriese	
	This app is only available on the App Store for iOS (	devices.	
	Deadline Mobile 4+ Thinkbox Software Inc. Free		
_			

3. 設定帳號與伺服器即可在校內監看進度											
Job List Settings	Settings	Deadline Mobil	e F	Refre							
Secondary Order Ascend >		Q									
	render_tes MayaBatch	it 10526008	100%								
DEADLINE USER SETTINGS	Untitled MayaBatch	rayw	100%	i							
User Name 校務系統帳號	Untitled MayaBatch	rayw	100%								
Password 校務系統密碼	Untitled MayaBatch	rayw	100%	( <b>i</b> )							
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Server Name 120 97 121 15	Untitled MayaBatch	rayw	100%	(j)							
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PROXY SERVER SETTINGS	Untitled MayaBatch	rayw	100%								
Server URL Enter server url	Untitled MayaBatch Untitled	rayw	100%	(j)							

FreeFileSync 既可以实现本机不同文件夹之间的同步,也能将文件同步/备份到移动硬盘、U盘、TF / SD 储存卡、局域网共享文件夹、或 是远程 FTP / SFTP 服务器。

	CPEN FreeFileSync				
About FreeFileSync Tutorials Screenshots Vision Archive Forum Report Bugs Discuss Features Manual Manual	Support the Project         Image: Support the Project strives to provide high-quality software with zero open bugs. This is achieved by fast release cycles and free 24/7 support for everyone. If you find FreefileSync useful please consider supporting the project by donating.         Your donation will fund the development of new features and help to keep up continuous program maintenance. This ensures that FreefileSync stays up to date and always provides the best performance on constantly changing hardware and software.         Image: Description of the project of				
	Ox     Download Now Free     Download software to automate the synchronization of files via     ftp.     NCH Software     Download				
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	Subscribe for FreeFileSync update notifications				

到FreeFileSync下載軟體

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Setup - FreeFileSync 12.2 2 Instead of an ad, here's an animal. Back Next Cancel







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- 雙向:可以從左到右,也可以從右到左。也就是說,如果右側的文件夾發生了改變,左側的文件夾也同樣進行修 改。雙向和鏡像的不同是,右能改左,左也能改右。
- 鏡像:使目標文件夾(右)與源文件夾(左)保持完全一致。若源文件夾中添加、修改了哪些文件,目標文件夾 同樣進行添加和修改。但只能透過右邊修改左邊。
  - 更新:只更新添加和修改的文件,不刪除文件。左側文件夾中的文件若是刪除了, 右側文件夾中的文件不進行刪除。

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完成後檢視是否有問題





07

### 檔案連結是否有錯誤?

專案中的檔案結構若使用絕對路徑,於不同渲染環境中會出現遺失的情況, 可利用雲端上的操作軟體檢查。

- 1. 遺失 Reference 會使排程系統會判定錯誤
- 2. 遺失貼圖會使渲染結果不一樣
- 3. 少數情況網路磁碟離線消失,立即通知管理員處理。



- 1. 檢查自動偵測核心數量是否變回預設(auto Threads)
- 2. 渲染品質設定可能過高
- 3. 貼圖轉換 TX 出錯,導致讀取失敗
- 4. 忘記關閉不需渲染之圖層,如:masterLayer





Error:

Error: file: C:/Users/render/AppData/..... line 54: <u>Cannot load scene</u> "檔案路徑". Please check the scene path, then try opening the scene on the machine which ran this job to troubleshoot the problem.

[mtoa] Failed batch render ERROR | [texturesys] Read error at row 0, col 0, tile 3; got 0 bytes, expected 1614 (filename = " 貼圖位 置 ")





### 是否選錯軟體版本?

## 1. 舊版軟體通常不支援新版檔案開啟 2. 新舊軟體架構不同,也可能造成選染結果不同, 如圖 Arnold 版本之間的差異





## DJV 檢視 EXR 結果



File	
File	

	File		EXR 通道			Image
D,	Open	Ctrl+O	Layers	$\times$		Image Controls
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	Reload	Ctrl+R	defocusAmount			Red Channel
D'	Close	Ctrl+E	noiseLevel			Green Channel
	Close All	Shift+Ctrl+E	diffuseFilter.R,G,B reflectionFilter.R,G,B			Blue Channel
	Next	Page Down	refractionFilter.R,G,B			Alpha Channel
	Previous	Page Up	worldNormals.X,Y,Z			Mirror horizontal
	Next Layer	Ctrl+Equal	worldPositions.X,Y,Z			Mirror vertical
	Previous Layer	Ctrl+Minus				Load Frame Store
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	Exit	Ctrl+Q			_	

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# Arnold Toon 分離線與底圖





# Arnold 自製景深通道

### Arnold AOVs 雖然自帶 Z 通道預設 但因為是以場景單位紀錄至物體的距離 需要透過後期調整才能使用 另外使用 AOVs 也省去大量設定圖層手續

🔣 Render Settings (mas	terLayer)		-		×	
Edit Presets Help						<ul> <li>AOV Attributes</li> </ul>
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indicate tayer mastertayer						Data Typ
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# Arnold 自製景深通道



Z 遠近顏色相反邊緣計算錯誤



### 反鋸齒處理的 Z 在模糊邊緣產生鋸齒





### 沒被反鋸齒處理的 Z 才顯示正確結果

景深浅的情況邊緣依然會有瑕疵 不模糊物體可獨立一層或分層處理

# Arnold Cryptomatte 使用自動遮罩

### Arnold for Maya 3.1 後才有 Cyptomatte

### AE 2020 後才內建 Cryptomatte 效果 先前版本需安裝 ProEXR 2.0 以上

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## Arnold 動態模糊製作

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1. 舊版:開啟渲染設定中的動態模糊 新版:勾選渲染設定中的"瞬時快門"即可

2. 舊版:開啟攝影機中的動態模糊,取消全局設定, 將開始與結束皆為同樣的數字才能達成瞬間快門 新版:不須再設定攝影機參數

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### 3. 製作動態模糊材質球,並指定於模型、塗層或 AOVs

## Arnold 動態模糊製作

### 4. 對於運動向量的資訊圖避免色彩校正

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![](_page_41_Picture_5.jpeg)

![](_page_41_Picture_6.jpeg)

結果圖

![](_page_41_Picture_8.jpeg)

## MAYA nCache是什麽?

### 因為算圖農場的併行運算,如模擬、骨架解算產生不連續的情況,提前製作緩可以避免這類問題

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### nCache 可以將動態模擬的計算結果緩存到硬盤中,從而在之後的渲染中重覆使用, 減少重新計算的時間,提高渲染的速度和穩定性

![](_page_42_Picture_5.jpeg)

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![](_page_43_Picture_1.jpeg)

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