

# User manual

## for **Maya** scene rendering by using RenderBuzz services

### Introduction

To start using RenderBuzz services you should have registered and active user account. It allows you to send the project scenes to dedicated disk in RenderBuzz cloud. Sending the scene is free of charge. To start rendering you ought to purchase adequate amount of rendering points and confirm the intention to render each scene personally. The rendering process is associated with charging a fee in the form of rendering points from your user account. All activities related to 3d scene management and rendering points purchase should be performed on RenderBuzz website ([www.renderbuzz.com](http://www.renderbuzz.com)) after logging into your account.

### How to upload Maya scene to RenderBuzz and start rendering?

Adding scenes to your RenderBuzz service is very simple.  
It can be done in two ways, depending on which you consider more convenient:

- A** - (*recommended*) via *RenderBuzz* plugin, which can be found and downloaded from <https://renderbuzz.com/#download>
- B** - (*advanced*) by directly uploading a manually prepared scene to RenderBuzz server, using FTP client.

### Method A

#### RenderBuzz plugin installation

- 1) Download *RenderBuzz* plugin for Maya from <https://renderbuzz.com/#download>
- 2) Extract the ZIP archive.
- 3) Copy *icons*, *scripts* and *shelves* folders to Maya programme Preferences folder, e.g. `C:\Users\<user>\Documents\maya\<version>\prefs\`
- 4) Restart Maya programme.

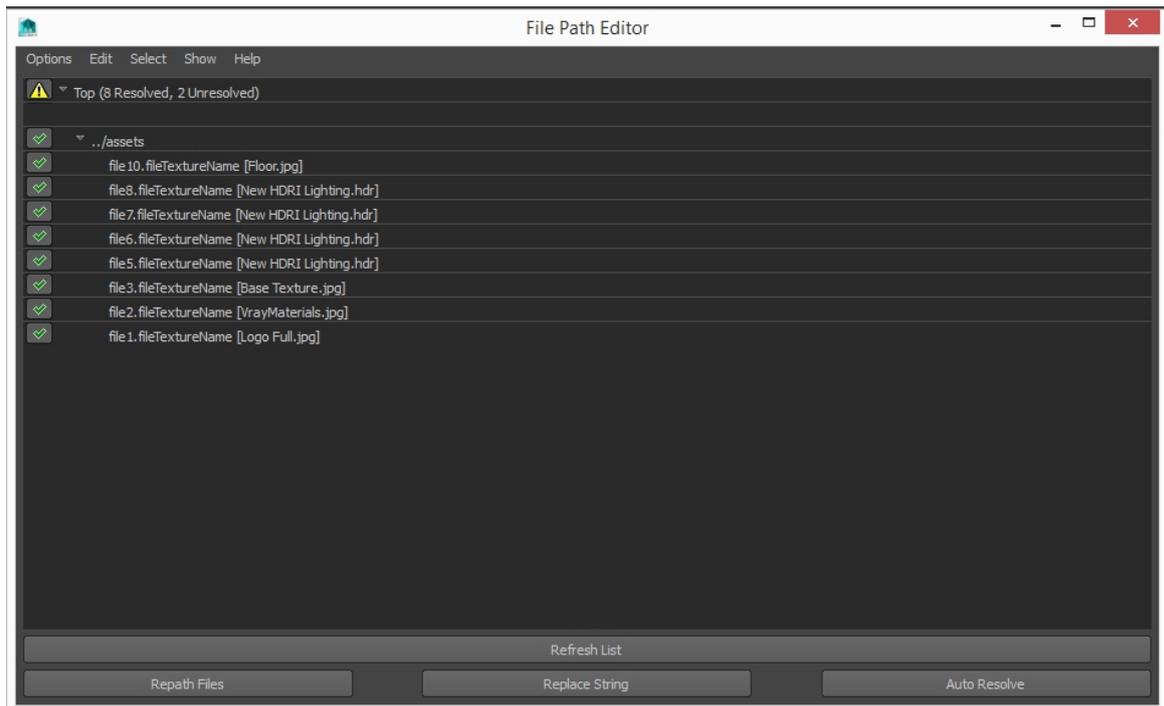
#### Sending the scene to RenderBuzz server:

- 1) Open selected 3D scene in Maya.
- 2) In the upper part of the user interface please select RenderBuzz tab, and then click on the *RenderBuzzUploader* icon.
- 3) Enter your data into RenderBuzz account.
- 4) Click **Upload** button - the scene should automatically load into your RenderBuzz account. This may take a while.
- 5) If an error occurs, follow the instructions displayed by the Plugin.
- 6) Open a web browser and log in to your RenderBuzz account.  
Then go to the *Projects* tab. A newly added 3D scene should be visible there.
- 7) Clicking **Submit** button will allow you to direct the project to rendering. Follow the descriptions on the screen. State and current actions performed by RenderBuzz on your scene will be updated in real time in the *Orders* tab.

## Method B

Preparing a Maya scene file:

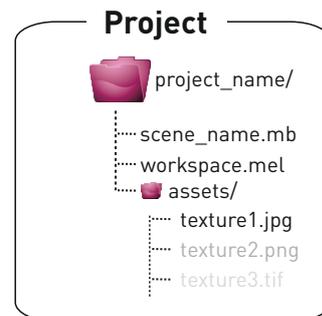
- 1) Create a **project folder** where you put all the necessary files.
- 2) Set all the **parameters** of the scene.
- 3) Set up a folder from step 1 as a project folder (*File > Set Project ...*). In this folder must be saved **workspace.mel** file.
- 4) Save the scene file to the project folder from step 1 (*File > Save Scene As*).
- 5) Inside the folder from step 1, create a new folder called **assets**.
- 6) All asset files that you use in your scene copy to *assets* folder.
- 7) Using the **File Path Editor** (*Window > General Editor <File Path Editor*), set all asset paths by using the *Repath assets* so they lead to the *assets* folder. If you correctly created the project folder, the *File Path Editor* will identify path to assets as `"/assets"`



8. After setting paths you must save the scene.
9. From *asset* folder you should delete *.mayaSwatches* folder, in case one has been set up there.
10. Upload the dir with project to the RenderBuzz server. We recommend you use FTP client (i.e. *FileZilla*), uploaded files can not be compressed.

## Note

Project dir should contain *.mb* / *.ma* file with 3D scene and *assets* folder where directly (without subfolders) will be placed all textures etc. Correctly prepared folder with the project looks as follows:



## How to start rendering in RenderBuzz?

After preparing and transferring your project correctly to the RenderBuzz server, you are ready to start rendering.

① *Log in* to your RenderBuzz account at [www.renderbuzz.com](http://www.renderbuzz.com).

② Go to the *Projects* tab.

③ You'll see your current list of projects.

**WARNING.** *The list will be empty if you didn't upload to the server any project or if project sent had an incorrect structure.*

④ By clicking any project from the list, you will be asked to select the plan and the range of frames to render. If your project contains more than one .mb scene, you will need to choose which one you want to render.

**New render** [X]

Project  
maya

Scene file  
qube\_sequence.mb

Frame range  
0

Format: single 42; range 0-200; list 1,10,30

Rendering plan

Basic

Standard

Premium

Rendering in RenderBuzz is a paid service. The fee is charged in the form of prepaid rendering points from your account based on the actual use rate of the service

CANCEL SUBMIT

## Solutions to common problems

### Maya settings that may cause problems during rendering process

① Before uploading scene make sure that all resource names in the scene as well as file names do not have any diacritical marks. Otherwise, such resources will not load at final render.

Thank you!

We have made every technically possible efforts to make our service simple, convenient and intuitive. However, we are aware that with constant changes in rendering software, something might go wrong. If you have any observations or suggestions, found a bug or something is not clear, please contact us at [support@renderbuzz.com](mailto:support@renderbuzz.com). We believe that the use of our site will be a daily pleasure and bring you measurable economic benefits.