

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) 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 *RenderBuzzPlugin*, which can be downloaded at www.renderbuzz.com under *Downloads* tab.

B - (advanced) by manually preparing the scene and sending it to RenderBuzz service, using only a web browser.

Method A

RenderBuzzUploader plugin installation

- 1) Download *RenderBuzz Uploader* plugin for Maya from RenderBuzz, *Downloads* tab.
- 2) Extract the ZIP archive.
- 3) Copy *icons*, *scripts* and *shelves* folders to Maya programme Preferences folder, e.g. *C:\Users\<user>\Documents\maya\2015-x64\prefs*
- 4) Restart Maya programme.

Sending the scene to RenderBuzz server:

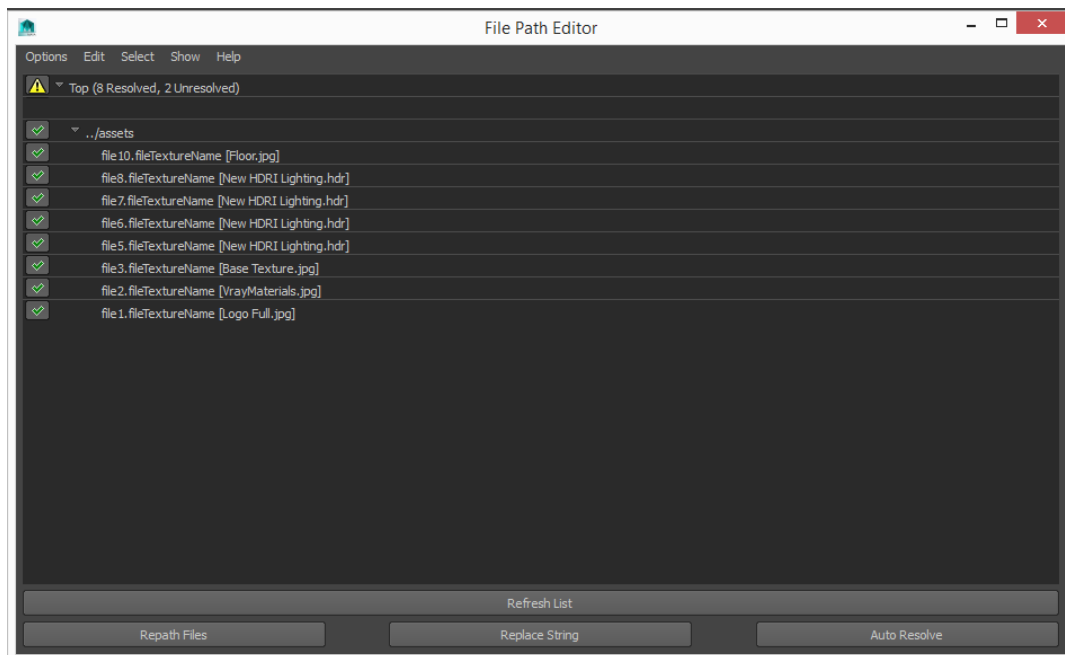
- 1) Open selected 3D scene in Maya.
- 2) In the upper part of the user interface please select RenderBuzz tab, and then click on the *RenderBuzzUploader* icon.
- 3) Enter your data into RenderBuzz account.
- 4) Click **Upload** button - the scene should automatically load into your RenderBuzz account. 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 **Your projects** tab. Newly added 3D scene should be visible there. At this stage, the archive contents can still be modified, e.g. you can replace any files (at your own risk), just click on the name of the archive to manage individual files.
- 7) Clicking **Render** 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 **Your Projects** 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.

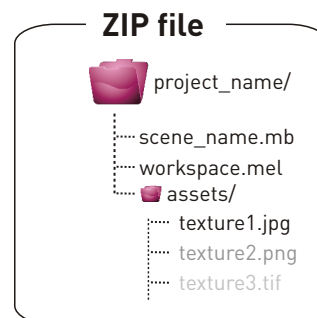
- 3) Set up a folder from step 1 as a project folder (*File* > *Set Project ...*). In this folder must be saved **workspace.mel** file.
- 4) Save the scene file to the project folder from step 1 (*File* > *Save Scene As*).
- 5) Inside the folder from step 1, create a new folder called **assets**.
- 6) 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. At the end you have to zip the right folder and send it to RenderBuzz server.

Note

ZIP file 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:



Sending the scene to RenderBuzz server

- 1) Log in to your account in RenderBuzz service.
- 2) Click **Your projects** button. The table of already added 3D scenes will be displayed or blank one if you are adding your first scene.
- 3) Click **Add new project** button.
- 4) Select a file in the **ZIP format** (mandatory) which is an archive containing a file with **.mb** / **.ma** extension, **workspace.mel** and all associated files (e.g. *Textures*).
- 5) ZIP file containing the scene archives has been added to **Your projects** tab and is visible. At this stage, the archive contents can still be modified, e.g. you can replace any files (at your own risk), just click on the name of the archive to manage individual files.
- 6) Clicking **Render** 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 **Your Projects** tab.

How to manage my projects in RenderBuzz?

Below we present the typical screen for managing your 3D scenes placed on RenderBuzz site with descriptions of relevant functionalities.

It shows the current status of the project, such as: rendering / waiting / successfully completed / incorrectly completed etc. Just place the mouse pointer on the status icon and adequate description will be displayed.

It allows you to change the priority of your projects. NOTE - this option is activated only if you have at least 2 projects aimed at rendering, which are in the waiting queue. Then you can swap the order of your projects, thereby deciding which one will go first to rendering.

File management screen of particular project, when it still did not hit the rendering. It allows you to quickly replace any file in the project archive without adding the entire 3D scene from the beginning.

Displays a detailed summary of the project and performed operations

Current project/task management and progress status in case the project is just being rendered

Link to the outcome of rendering. It includes all already rendered frames and output files. It can be used even during rendering process.

Project	Project files	Last modified time	State	Action		Details	Result	Order
AC Kitchen_animacja		2015-07-05 22:15:59		Render	Delete			-
autobus_40_frames		2015-07-02 12:27:30		Render	Delete			-
base_ten_c4d		2015-07-01 11:45:30		Render	Delete			-
c4d-interior-physical		2015-07-01 11:36:04		Render	Delete			-
Knacksternen 2 exterior RENDERBUZZ		2015-06-16 13:53:07		Render	Delete			-
autobus_flat_assets		2015-07-01 10:54:56		Render	Delete		-	-
autobus_archive_maly		2015-07-01 14:52:06		Render	Delete		-	-
autobus_mount		2015-06-18 10:35:22		Render	Delete		-	-

FTP account: ftp_5bc307f3

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. We believe that the use of our site will be a daily pleasure and bring you measurable economic benefits.