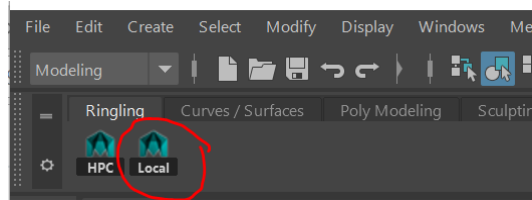


Cluster Emulation

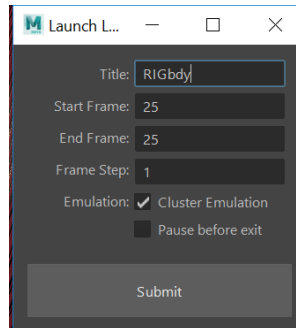
Sometimes scenes may not render properly on the farm, and some troubleshooting may need to be done to determine whether these issues are coming from the cluster or locally. One way to test for this is to use cluster emulation. This will render your scene on the local machine, but set up the job as if it is being sent to the cluster.

Steps:

1. Go to the Ringling shelf. Instead of clicking hpc, select the local shelf button:



2. In the window that appears, check on Cluster Emulation.



3. When you submit, the command prompt window will appear, as well as file explorer. Your rendered images will be in the output folder. So the filepath should look something like this:

D:\hpc\

It should indicate in the command prompt when rendering is complete.

```
Starting "C:\Program Files\Autodesk\Maya2018\bin\mayabatch.exe"  
Cleaning up  
Rendering complete  
Press any key to continue . . .
```

And that's it!