



Ringling College
of Art + Design

Institutional Technology
Render Support Services

Ringling HPC Cluster

HPC Submission Process
Maya and Arnold

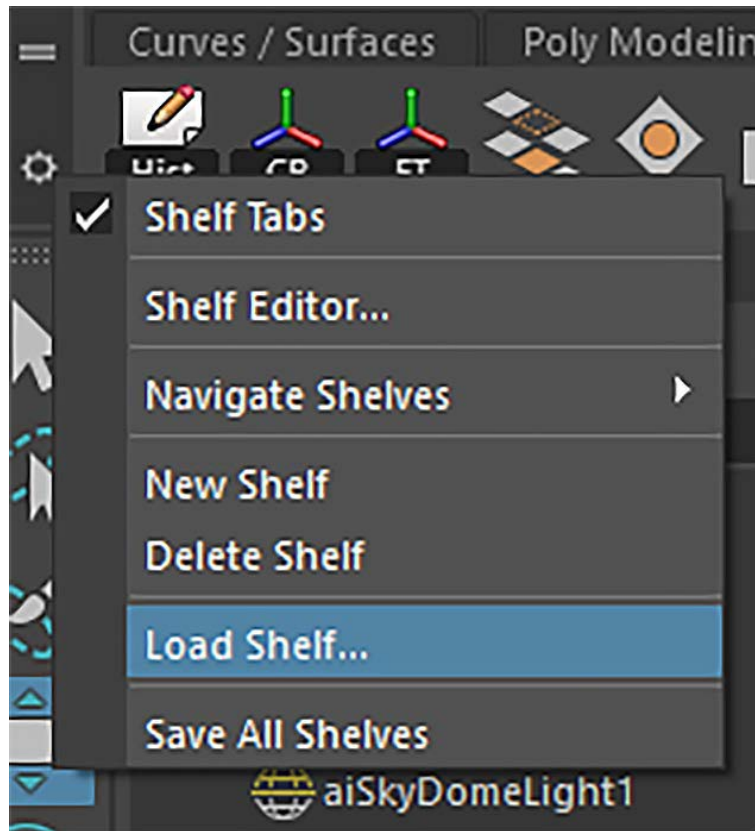
Integration with Autodesk Maya 2018

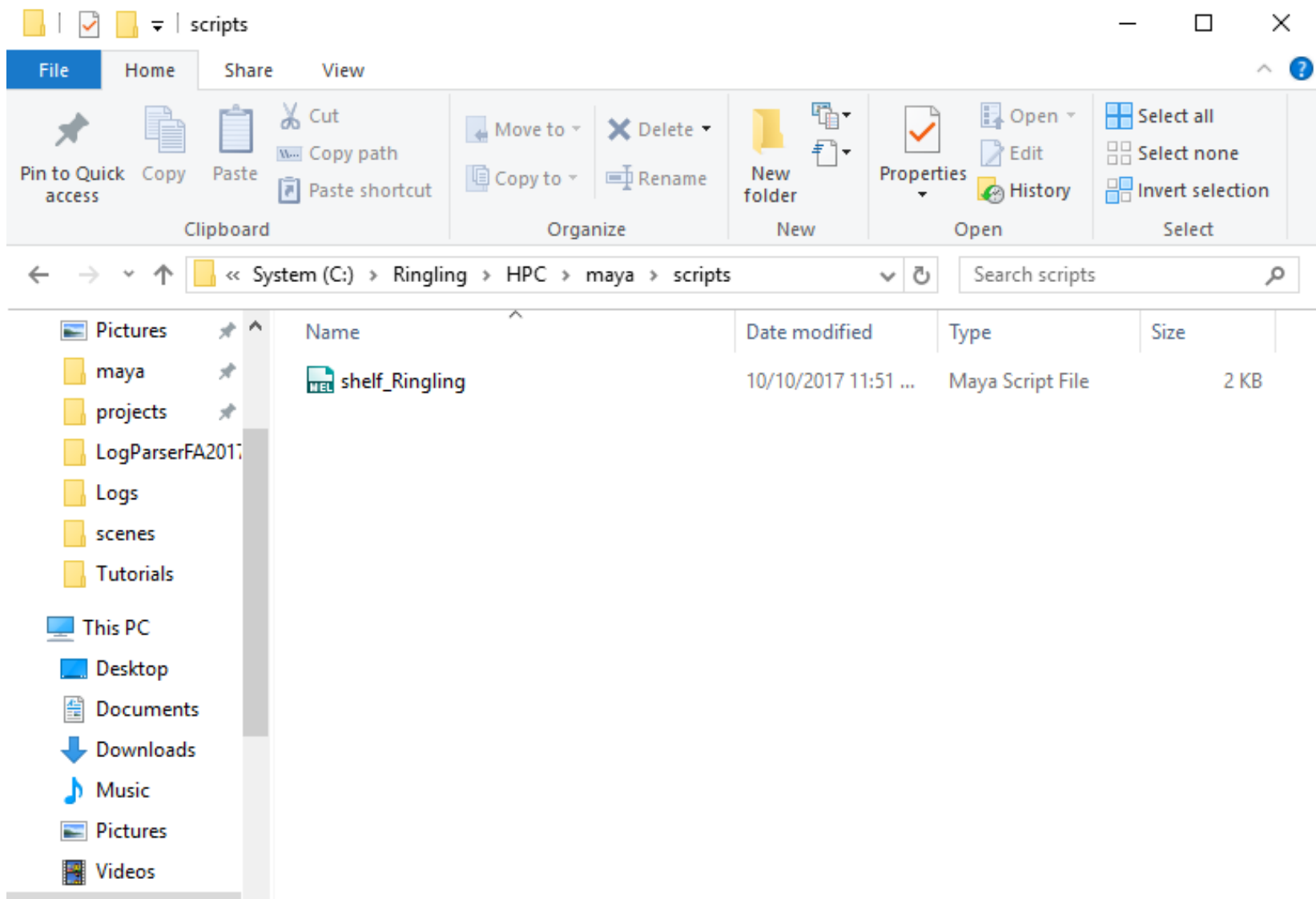
Stages of a Render Job

1. Preparation
2. Submission
3. Monitoring
4. Retrieval and Review

Preparation

Check to see if the Ringling shelf is loaded in Maya. If it isn't, load it by selecting the shelf tab and select *Load Shelf*. Browse to C:\Ringling\HPC\maya\scripts and click on shelf_Ringling.mel to load the shelf.



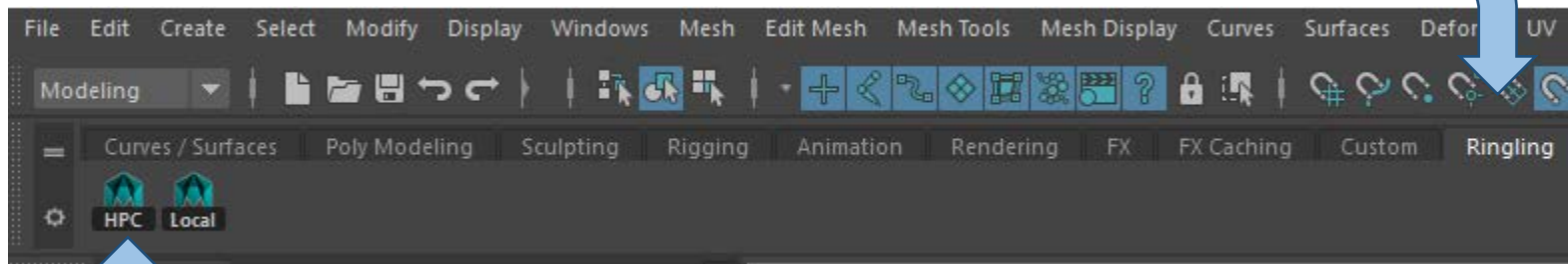


Submission

You will now see the Ringling shelf and the necessary render submission tools.

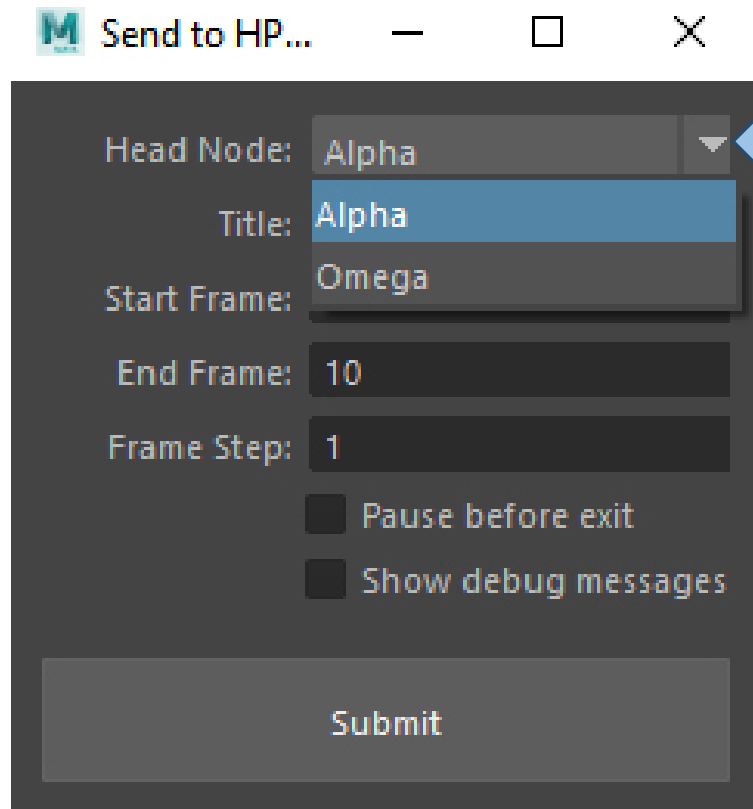
1. Open the Maya file that is prepared for rendering.

2. Choose the “Ringling” shelf



3. Launch the HPC plug-in tool.

Choose a Head Node where to submit.

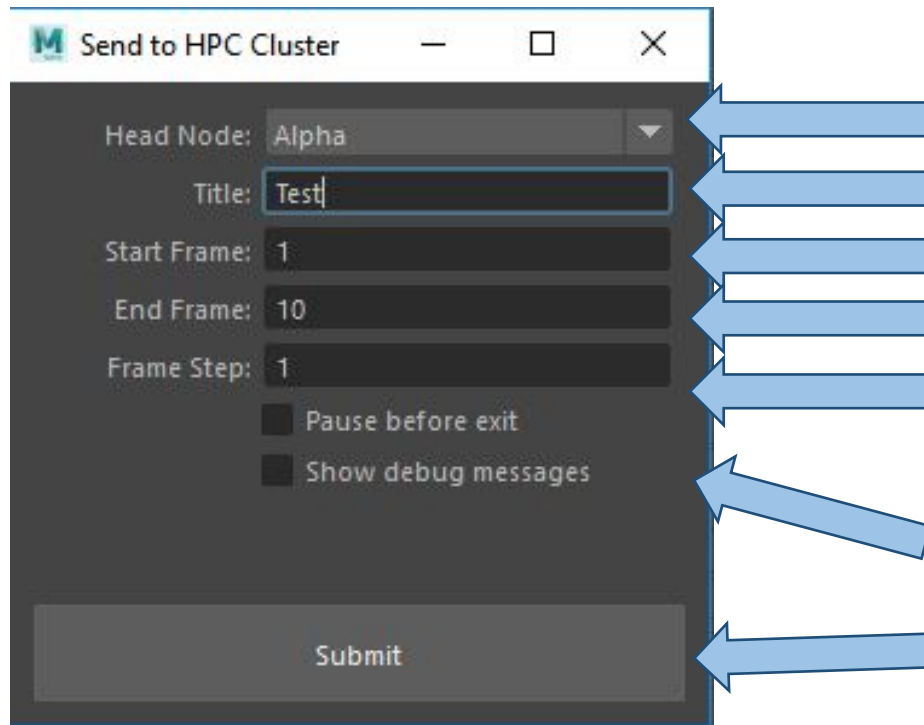


The image shows a dark-themed dialog box titled "Send to HP...". It contains several input fields and checkboxes. The "Head Node:" field has a dropdown menu open, showing "Alpha" as the selected option. The "Title:" field also shows "Alpha". The "Start Frame:" field shows "Omega". The "End Frame:" field shows "10". The "Frame Step:" field shows "1". There are two checkboxes: "Pause before exit" and "Show debug messages", both of which are unchecked. A large "Submit" button is at the bottom.

Head Node:	Alpha
Title:	Alpha
Start Frame:	Omega
End Frame:	10
Frame Step:	1
<input type="checkbox"/> Pause before exit	
<input type="checkbox"/> Show debug messages	
Submit	

Select a head node for your render job

Customize values as needed and choose “Submit”



The image shows a software window titled "Send to HPC Cluster" with a dark gray background. It contains several input fields and checkboxes. Blue arrows point from text labels on the right to specific elements in the window: "Head Node for the job" points to the "Head Node" dropdown menu; "Title of the render job" points to the "Title" text box; "Starting frame for the render sequence" points to the "Start Frame" text box; "End frame for the render sequence" points to the "End Frame" text box; "“1” means render each frame" points to the "Frame Step" text box; "5 means render every 5th frame" points to the "Frame Step" text box; "Check to see any debugging messages or errors during the submission" points to the "Show debug messages" checkbox; and "Submit button to launch job" points to the "Submit" button at the bottom.

Head Node: Alpha

Title: Test

Start Frame: 1

End Frame: 10

Frame Step: 1

☐ Pause before exit

☐ Show debug messages

Submit

Head Node for the job

Title of the render job

Starting frame for the render sequence

End frame for the render sequence

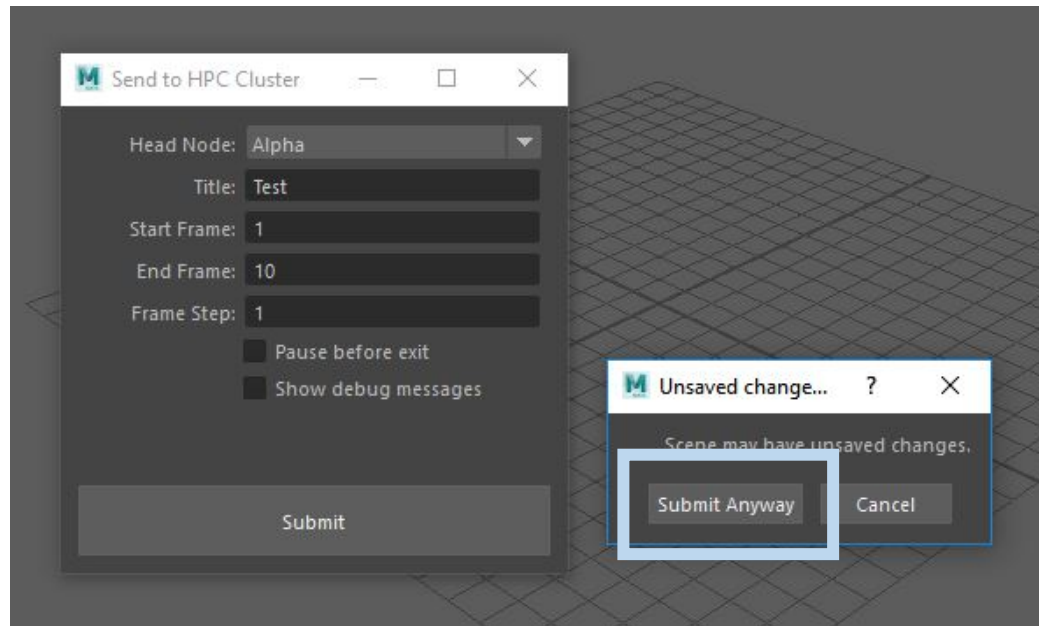
“1” means render each frame

5 means render every 5th frame

Check to see any debugging messages or errors during the submission

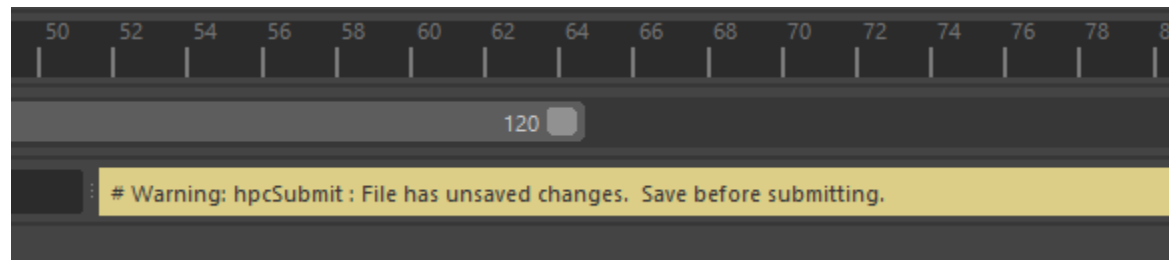
Submit button to launch job

The Submit utility may let you know that you have unsaved changes to the Maya file you are submitting.



Confirm **ONLY** if you have saved the most recent changes to the file!

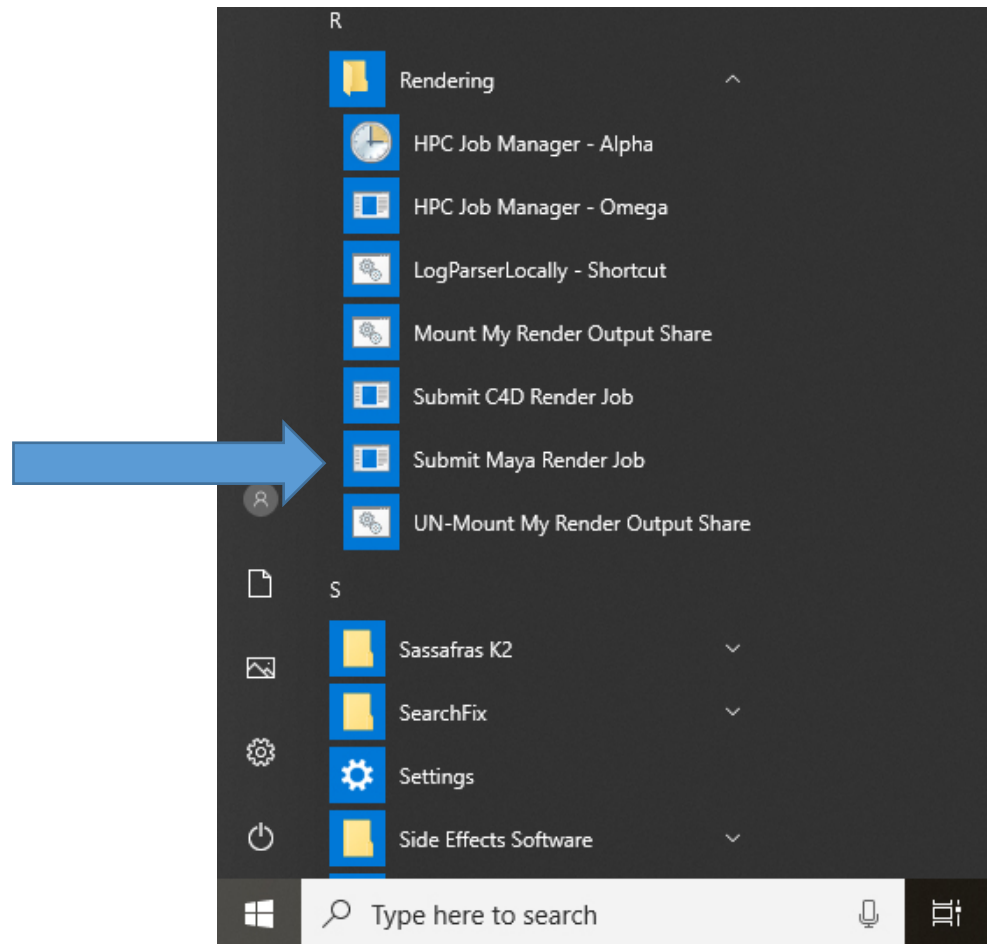
Check your output window to review any messages that appeared during the submission process.



Alternative Submission

If your file is ready and are ready to submit, you can use the submission tool from outside of Maya

1. Under the Rendering menu, click:
 - a. Submit Maya Render Job



Once selected, a window will pop up with all the fields you need to fill out.

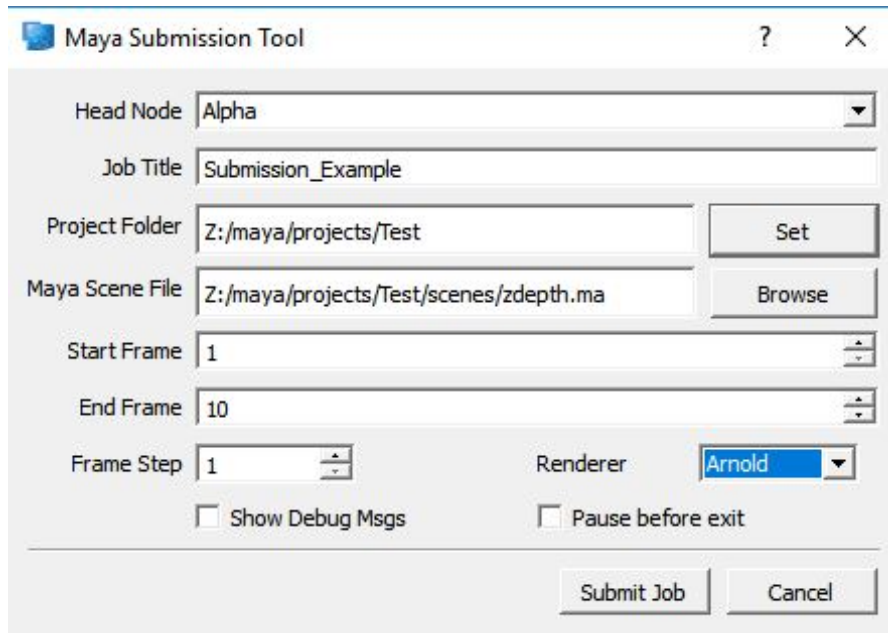
The image shows the 'Maya Submission Tool' dialog box with the following fields and controls:

- 1. Head Node: A dropdown menu showing 'Alpha'.
- 2. Job Title: A text input field.
- 3. Project Folder: A text input field with a 'Set' button.
- 4. Maya Scene File: A text input field with a 'Browse' button.
- 5. Start Frame: A text input field showing '1'.
- 6. End Frame: A text input field showing '1'.
- 7. Frame Step: A text input field showing '1'.
- 8. Renderer: A dropdown menu showing 'SELECT'.
- 9. Show Debug Msgs: A checkbox.
- 10. Pause before exit: A checkbox.
- Submit Job: A button.
- Cancel: A button.

Numbered annotations (1-10) point to the following fields:

1. Selected Head Node
2. Title of the render job
3. Browse to your Project folder
4. Scene file to be rendered
5. First frame to render
6. Last frame to render
7. Interval
8. Renderer to use
9. Debug messages
10. Submit button to launch job

Submission Example



The image shows a screenshot of the 'Maya Submission Tool' dialog box. The window has a title bar with a question mark and a close button. The main area contains several input fields and buttons. The 'Head Node' is a dropdown menu set to 'Alpha'. The 'Job Title' is a text field containing 'Submission_Example'. The 'Project Folder' is a text field with 'Z:/maya/projects/Test' and a 'Set' button. The 'Maya Scene File' is a text field with 'Z:/maya/projects/Test/scenes/zdepth.ma' and a 'Browse' button. The 'Start Frame' is a text field with '1' and a spinner. The 'End Frame' is a text field with '10' and a spinner. The 'Frame Step' is a text field with '1' and a spinner. The 'Renderer' is a dropdown menu set to 'Arnold'. There are two checkboxes: 'Show Debug Msgs' and 'Pause before exit', both of which are unchecked. At the bottom, there are two buttons: 'Submit Job' and 'Cancel'.

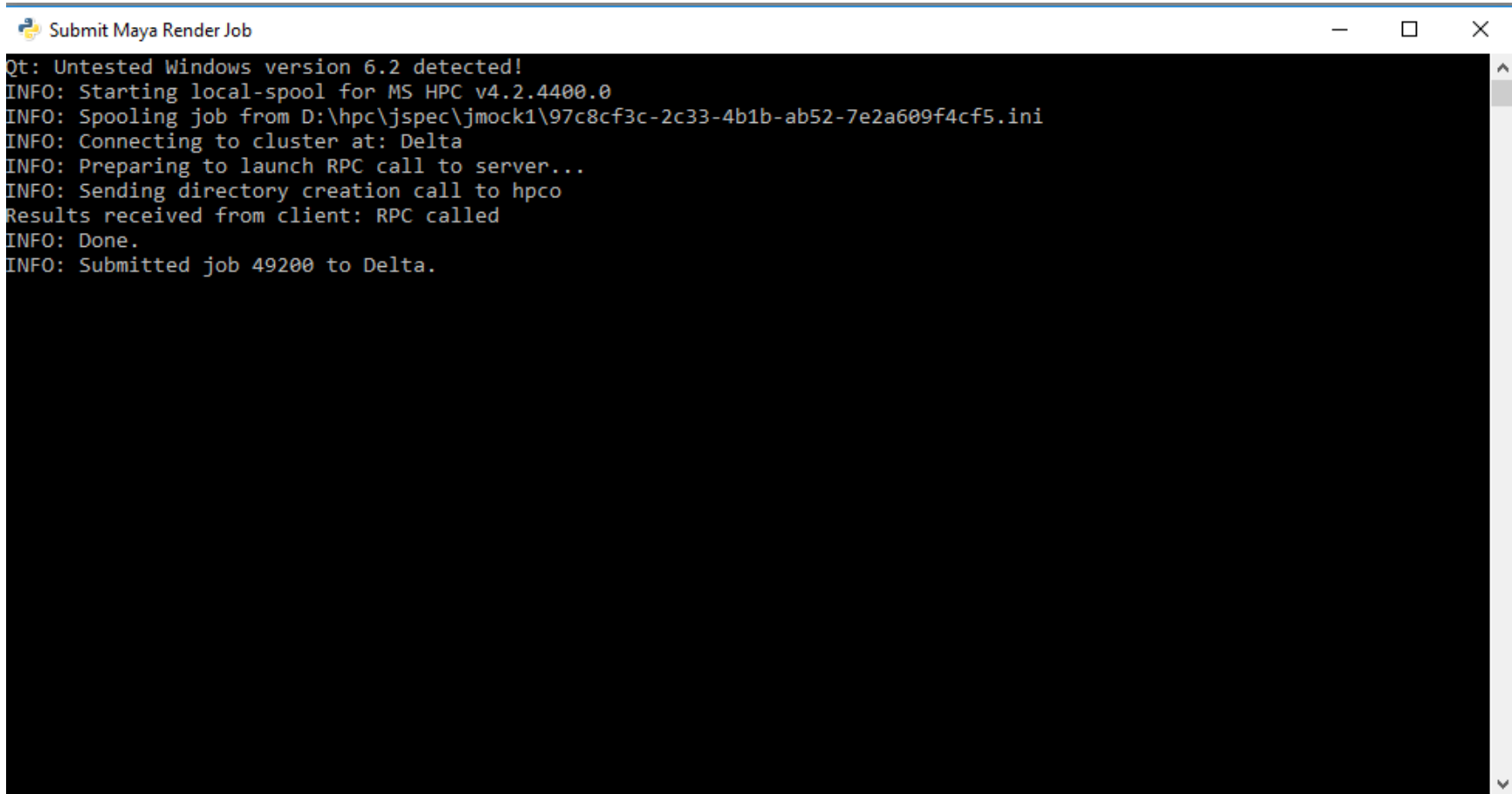
Field	Value
Head Node	Alpha
Job Title	Submission_Example
Project Folder	Z:/maya/projects/Test
Maya Scene File	Z:/maya/projects/Test/scenes/zdepth.ma
Start Frame	1
End Frame	10
Frame Step	1
Renderer	Arnold
Show Debug Msgs	<input type="checkbox"/>
Pause before exit	<input type="checkbox"/>

Important Note

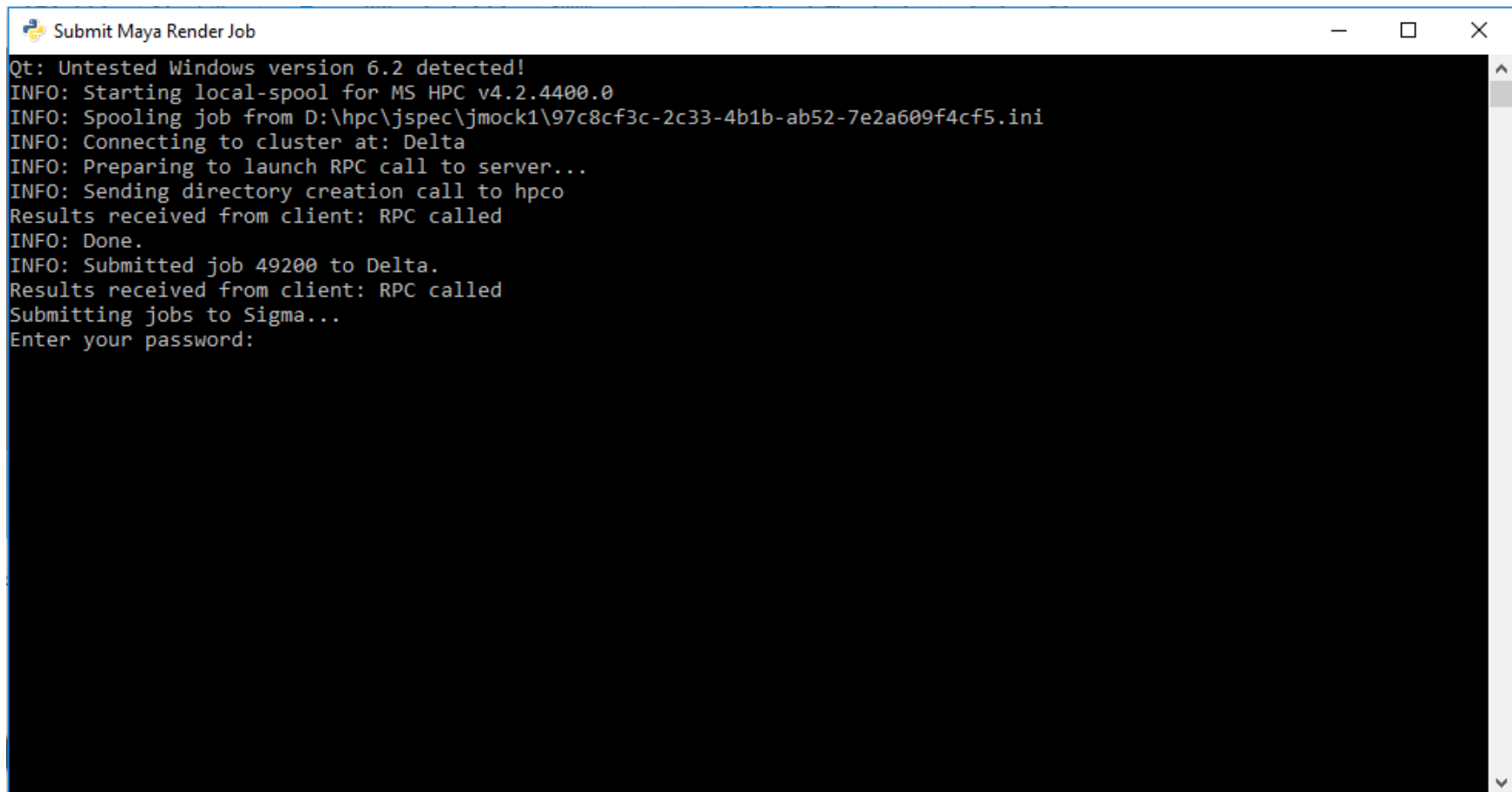
Ensure that there are no spaces or special characters in any of your file or folder names for submission or they *will* fail during cluster render.

The cluster will only pull files from the Project Folder you provide. Any files stored outside of the listed Project Folder will result in a failed render (i.e. texture files, referenced files, etc.)

After you hit “Submit Job,” a command window will appear to connect to the cluster and launch your render job. If it is the first time you’ve submitted a job to Alpha or Omega, it will prompt you for your password. Once given, those two clusters will store your password for future submissions if you select “Y” after it asks if you want it to remember your password.



```
Submit Maya Render Job
Qt: Untested Windows version 6.2 detected!
INFO: Starting local-spool for MS HPC v4.2.4400.0
INFO: Spooling job from D:\hpc\jspec\jmock1\97c8cf3c-2c33-4b1b-ab52-7e2a609f4cf5.ini
INFO: Connecting to cluster at: Delta
INFO: Preparing to launch RPC call to server...
INFO: Sending directory creation call to hpc
Results received from client: RPC called
INFO: Done.
INFO: Submitted job 49200 to Delta.
```



```
Submit Maya Render Job
Qt: Untested Windows version 6.2 detected!
INFO: Starting local-spool for MS HPC v4.2.4400.0
INFO: Spooling job from D:\hpc\jspec\jmock1\97c8cf3c-2c33-4b1b-ab52-7e2a609f4cf5.ini
INFO: Connecting to cluster at: Delta
INFO: Preparing to launch RPC call to server...
INFO: Sending directory creation call to hpco
Results received from client: RPC called
INFO: Done.
INFO: Submitted job 49200 to Delta.
Results received from client: RPC called
Submitting jobs to Sigma...
Enter your password:
```

NOTE: Be advised that the cursor will not move while you are typing your password. If you enter your password incorrectly, it will prompt you to re-enter your password.

Submitted jobs are cloned on the server, allowing you to continue working on your scene while it renders. Any changes you make to your scene during the rendering process will not affect currently running render jobs.

Monitoring

Now that your job has been launched, you can monitor its progress.

For jobs submitted to Delta or Omega, click on the Windows icon in the lower left corner of your screen and click a letter. Select R > Rendering > HPC Job Manager – Alpha or – Omega.

The screenshot displays the 'Cluster ALPHA - HPC Pack 2016 Job Manager' application. The interface is divided into three main sections: a left-hand navigation pane, a central job list table, and a right-hand actions pane.

Navigation Pane (Left): Contains a tree view with categories like 'All Jobs', 'My Jobs', 'By Job Template', and 'Batch Jobs'. Each category has sub-items for 'Configuring', 'Active', 'Finished', 'Failed', and 'Canceled'.

Job List Table (Center): A table with 9 columns: Job ID, Job Name, State, Owner, Progress, Submit Time, Requested Resources, Error Message, and Pending Reason. It lists 24 jobs. Progress is shown as a blue bar within the 'Progress' column. Some jobs have error messages in the 'Error Message' column, such as 'Task 12533.2.55 failed. Ple...' and 'Task 12530.2.81, 12530.2.8...'. The status bar at the bottom indicates 'Data updated: 1/22/2020 3:23:52 PM'.

Actions Pane (Right): Contains two sections: 'Job Submission' with options like 'New Job ...', 'New Single-Task Job ...', 'New Parametric Sweep Job ...', and 'New Job from XML File ...'; and 'Job Actions' with options like 'View Job ...', 'Modify Job ...', 'Add Task to Job ...', 'Copy Job ...', 'Submit Job', 'Cancel Job', 'Hold Job', 'Request Job', 'Export Job ...', and 'Change Priority'. Below these are 'Task Actions' including 'View Task ...', 'Cancel Task', 'Request Task', 'Request Failed Sub-Tasks', and 'Export Task ...'.

Job ID	Job Name	State	Owner	Progress	Submit Time	Requested Resources	Error Message	Pending Reason
12539	kcamerappexaggeratedmodifi...	Running	SCHOLASTIC\kcamera	3%	1/22/2020 2:12:39 PM	Auto-Auto Cores		
12538	kcamerappexaggeratedmodifi...	Running	SCHOLASTIC\kcamera	22%	1/22/2020 2:12:19 PM	Auto-Auto Cores		
12537	TrickedS01060InsideTrolleySte...	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:03:00 PM	Auto-Auto Cores		
12536	ShootsOutshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:01:53 PM	Auto-Auto Cores		
12535	ShootsOutshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:01:25 PM	Auto-Auto Cores		
12534	ShootsOutshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:01:03 PM	Auto-Auto Cores		
12533	ShootsOutshot	Failed	SCHOLASTIC\schung2	100%	1/22/2020 1:59:45 PM	Auto-Auto Cores	Task 12533.2.55 failed. Ple...	
12532	Seq010Shot020lightingtest06	Finished	SCHOLASTIC\inchapman	100%	1/22/2020 1:58:41 PM	Auto-Auto Cores		
12531	CityTitle012	Finished	SCHOLASTIC\schung2	100%	1/22/2020 1:58:02 PM	Auto-Auto Cores		
12530	ShootsOutshot	Failed	SCHOLASTIC\schung2	100%	1/22/2020 1:55:51 PM	Auto-Auto Cores	Task 12530.2.81, 12530.2.8...	
12529	100Ref99	Running	SCHOLASTIC\ewang1	26%	1/22/2020 1:54:58 PM	Auto-Auto Cores		
12528	100Ref99	Running	SCHOLASTIC\ewang1	26%	1/22/2020 1:54:42 PM	Auto-Auto Cores		
12527	100Ref99	Running	SCHOLASTIC\ewang1	35%	1/22/2020 1:54:30 PM	Auto-Auto Cores		
12526	100Ref99	Running	SCHOLASTIC\ewang1	38%	1/22/2020 1:54:18 PM	Auto-Auto Cores		
12525	100Ref99	Running	SCHOLASTIC\ewang1	29%	1/22/2020 1:54:05 PM	Auto-Auto Cores		
12524	100Ref99	Running	SCHOLASTIC\ewang1	32%	1/22/2020 1:53:52 PM	Auto-Auto Cores		
12523	100Ref99	Running	SCHOLASTIC\ewang1	27%	1/22/2020 1:53:36 PM	Auto-Auto Cores		
12522	100Ref99	Running	SCHOLASTIC\ewang1	31%	1/22/2020 1:53:22 PM	Auto-Auto Cores		
12521	Se06Shot010test	Finished	SCHOLASTIC\inchamble	100%	1/22/2020 1:53:10 PM	Auto-Auto Cores		
12520	100Ref99	Running	SCHOLASTIC\ewang1	29%	1/22/2020 1:53:00 PM	Auto-Auto Cores		
12519	Se06Shot010test	Finished	SCHOLASTIC\inchamble	100%	1/22/2020 1:52:58 PM	Auto-Auto Cores		
12518	Se06Shot010test	Finished	SCHOLASTIC\inchamble	100%	1/22/2020 1:52:30 PM	Auto-Auto Cores		
12517	cupshuffleshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 1:52:22 PM	Auto-Auto Cores		
12516	100Ref99	Running	SCHOLASTIC\ewang1	39%	1/22/2020 1:52:05 PM	Auto-Auto Cores		
12515	shot31	Finished	SCHOLASTIC\achang	100%	1/22/2020 1:51:52 PM	Auto-Auto Cores		

You can change the head node of your Job Manager, allowing you to switch between Alpha and Omega without opening a new Job Manager window.

Click File > Select Head Node

Select the head node you wish to change to.

The screenshot shows the HPC Pack 2016 Job Manager interface. The 'File' menu is open, and the 'Select Head Node' dialog box is displayed. The dialog box has two options: 'Local computer (the one running the console)' and 'Another computer:'. The 'Another computer:' option is selected, and a list of available head nodes is shown: 'ALPHA.SCHOLASTIC.RINGLING.EDU', 'ALPHA.SCHOLASTIC.RINGLING.EDU', 'OMEGA.SCHOLASTIC.RINGLING.EDU', and 'Alpha'. A red arrow points to the 'File' menu, and another red arrow points to the 'Select Head Node' dialog box.

Cluster ALPHA.SCHOLASTIC.RINGLING.EDU - HPC Pack 2016 Job Manager

File View Tasks Options Help

Forward Navigation Pane Actions Filters: Owner Submit time Project name Job Template Search: Job name Clear All

Job Management All Jobs (645)

All Jobs

- Configuring
- Active
- Finished
- Failed
- Canceled
- My Jobs
- Configuring
- Active
- Finished
- Failed
- Canceled
- By Job Template
- Default
- AfterEffectsTemplate
- C4DTemplate
- CA8Template
- CANodeTemplate
- IDTemplate
- RenderShiftCATempla
- PatrickGeneralTempla
- LaurenTesting
- Batch Jobs
- Configuring
- Active
- Finished
- Failed
- Canceled

Job Management Cluster Resources

Job ID	Job Name	State	Owner	Progress	Submit Time	Requested Resources	Error Message	Pending Reason
12539	kcamerappexaggeratedmodifi...	Running	SCHOLASTIC\kcamera	4%	1/22/2020 2:12:39 PM	Auto-Auto Cores		
12538	kcamerappexaggeratedmodifi...	Running	SCHOLASTIC\kcamera	22%	1/22/2020 2:12:19 PM	Auto-Auto Cores		
12536	TrickedS01060InsideTrolleySte...	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:03:00 PM	Auto-Auto Cores		
12535	ShootsOutshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:01:53 PM	Auto-Auto Cores		
12534	ShootsOutshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:01:25 PM	Auto-Auto Cores		
12533	ShootsOutshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 2:01:03 PM	Auto-Auto Cores		
12532	Seq010Shot020lightingtest06	Failed	SCHOLASTIC\schung2	100%	1/22/2020 1:59:45 PM	Auto-Auto Cores	Task 12533.2.55 failed. Ple...	
12531	CityTitle012	Finished	SCHOLASTIC\schung2	100%	1/22/2020 1:58:02 PM	Auto-Auto Cores		
12530	ShootsOutshot	Failed	SCHOLASTIC\schung2	100%	1/22/2020 1:55:51 PM	Auto-Auto Cores	Task 12530.2.81,12530.2.8...	
12529	100Ref59	Running	SCHOLASTIC\ewang1	26%	1/22/2020 1:54:58 PM	Auto-Auto Cores		
12528	100Ref59	Running	SCHOLASTIC\ewang1	29%	1/22/2020 1:54:42 PM	Auto-Auto Cores		
12527	100Ref59	Running	SCHOLASTIC\ewang1	35%				
12526	100Ref59	Running	SCHOLASTIC\ewang1	38%				
12525	100Ref59	Running	SCHOLASTIC\ewang1	29%				
12524	100Ref59	Running	SCHOLASTIC\ewang1	32%				
12523	100Ref59	Running	SCHOLASTIC\ewang1	27%				
12522	100Ref59	Running	SCHOLASTIC\ewang1	31%				
12521	Se06Shot010test	Finished	SCHOLASTIC\ncchamble	100%				
12520	100Ref59	Running	SCHOLASTIC\ewang1	29%				
12519	Se06Shot010test	Finished	SCHOLASTIC\ncchamble	100%				
12518	Se06Shot010test	Finished	SCHOLASTIC\ncchamble	100%	1/22/2020 1:52:22 PM	Auto-Auto Cores		
12517	cupshuffleshot	Finished	SCHOLASTIC\schung2	100%	1/22/2020 1:52:05 PM	Auto-Auto Cores		
12516	100Ref59	Running	SCHOLASTIC\ewang1	39%	1/22/2020 1:52:05 PM	Auto-Auto Cores		
12515	shot31	Finished	SCHOLASTIC\achang	100%	1/22/2020 1:51:52 PM	Auto-Auto Cores		

Select Head Node

Select the head node to which you would like to connect:

☐ Local computer (the one running the console)

☒ Another computer:

- ALPHA.SCHOLASTIC.RINGLING.EDU
- ALPHA.SCHOLASTIC.RINGLING.EDU
- OMEGA.SCHOLASTIC.RINGLING.EDU
- Alpha

Actions

Pivot To

Nodes for the Jobs

Job Submission

- New Job ...
- New Single-Task Job ...
- New Parametric Sweep Job ...
- New Job from XML File ...

Job Actions

- View Job ...
- Modify Job ...
- Add Task to Job ...
- Copy Job ...
- Submit Job

Task Actions

- View Task ...
- Cancel Task
- Requeue Task
- Requeue Failed Sub-Tasks
- Export Task ...

Data updated: 1/22/2020 3:25:01 PM

The default view is “All Jobs,” showing you all jobs on that cluster – to include failed and canceled jobs. To view only your jobs, click “My Jobs” in the Job Management window.

The screenshot displays the HPC Pack 2012 R2 Job Manager interface. The title bar reads "Cluster OMEGA.SCHOLASTIC.RINGLING.EDU - HPC Pack 2012 R2 Job Manager". The menu bar includes "File", "View", "Tasks", "Options", and "Help". Below the menu bar is a navigation pane with "Back" and "Forward" buttons, a "Navigation Pane" tab, and an "Actions" button. The main area is divided into three sections: "Job Management", "Active (1)", and "Actions".

The "Job Management" section on the left contains a tree view with the following items:

- All Jobs
 - Configuring
 - Active
 - Finished
 - Failed
 - Canceled
- My Jobs
 - Configuring
 - Active
 - Finished
 - Failed
 - Canceled
- By Job Template
 - Default
 - AfterEffectsTemplate
 - C4DTemplate
 - CA_SOCKET_Template

The "Active (1)" section in the center displays a table of active jobs:

Job ID	Job Name	State	Owner	Progress	Submit Time
11252	Submission_Example	Running	SCHOLASTIC\...	14%	10/11/2017 10:32:21 AM

The "Actions" section on the right contains three groups of actions:

- Job Submission
 - New Job ...
 - New Single-Task Job ...
 - New Parametric Sweep Job ...
 - New Job from XML File ...
- Job Actions
 - View Job ...
 - Modify Job ...
 - Add Task to Job ...
 - Copy Job ...
 - Submit Job
 - Cancel Job
 - Requeue Job
 - Export Job ...
- Task Actions
 - View Task ...
 - Cancel Task

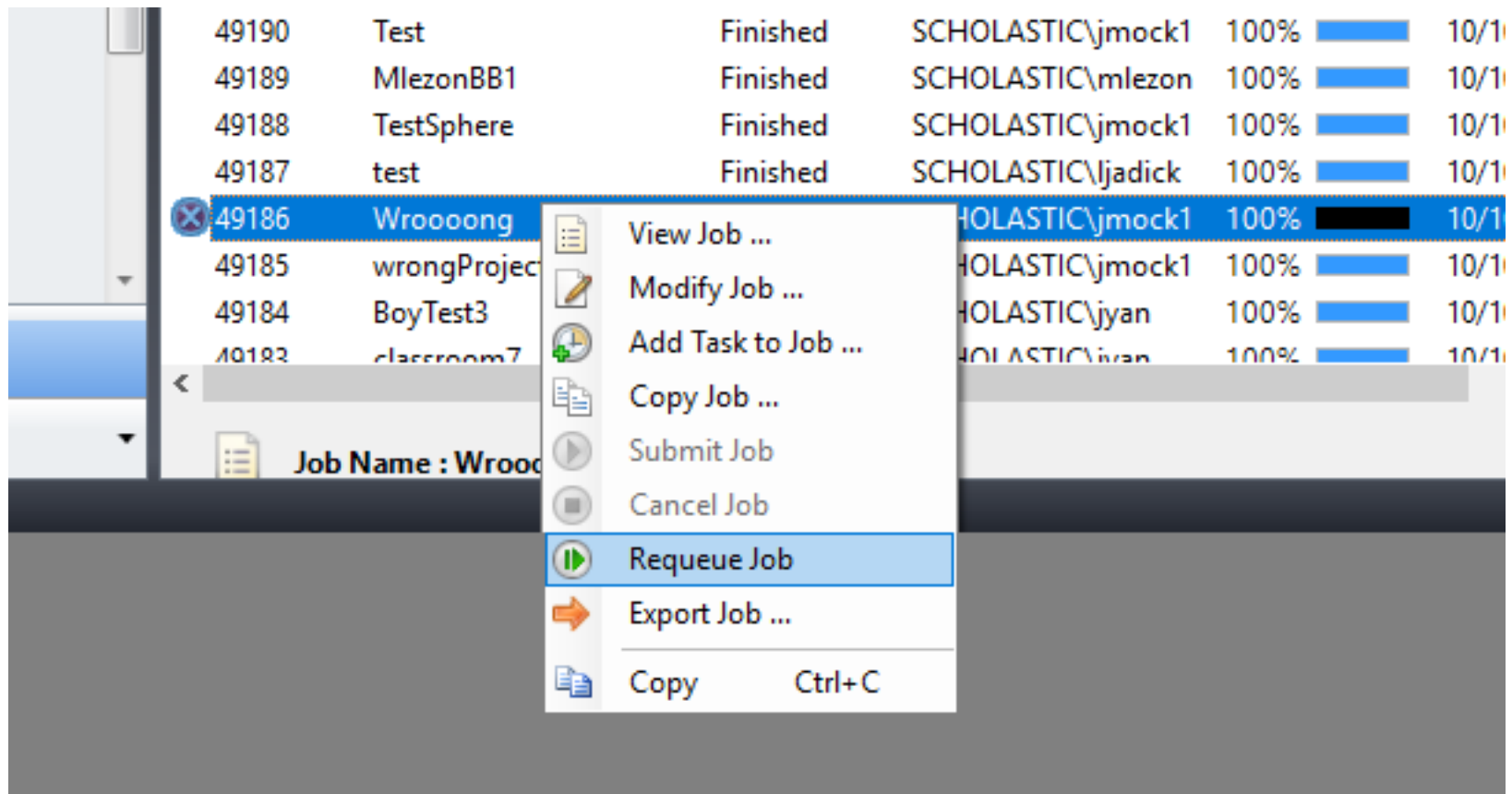
Two red arrows point to the "Active" option in the "My Jobs" list and the "Submission_Example" job in the table. Text annotations explain these actions:

- "You can change selections for your jobs here. Each option will show only those jobs that match the current selection (i.e. Active jobs show only those jobs currently running, Finished shows only those jobs that have finished, etc.)."
- "Your active jobs will be displayed here"

The status bar at the bottom shows "Data updated: 10/11/2017 10:33:01 AM" and "Job Name : Submission_Example".

Monitoring – Expanded

If a job is overall successful but fails due to dropped frames, you can right click it to resubmit the job. The cluster will re-render only those frames that failed.



Double-clicking a job in the HPC Job Manager will open another window, which provides greater details about that render job.

View Job 49200

Job ID: 49200
State: Finished
Progress: 100%

Task Breakdown

Total Tasks: 14
Finished: 14
Canceled: 0
Failed: 0
Running: 0
Queued: 0

View All Tasks Refresh

Run As User: SCHOLASTIC\jmock1
Submit Time: 10/11/2017 8:52:42 AM
Start Time: 10/11/2017 8:52:43 AM
End Time: 10/11/2017 8:53:50 AM

Messages

Error messages, failed tasks, and exit codes will be displayed here

Save Job XML File... Close

Click View Tasks to see a breakdown of the render job.

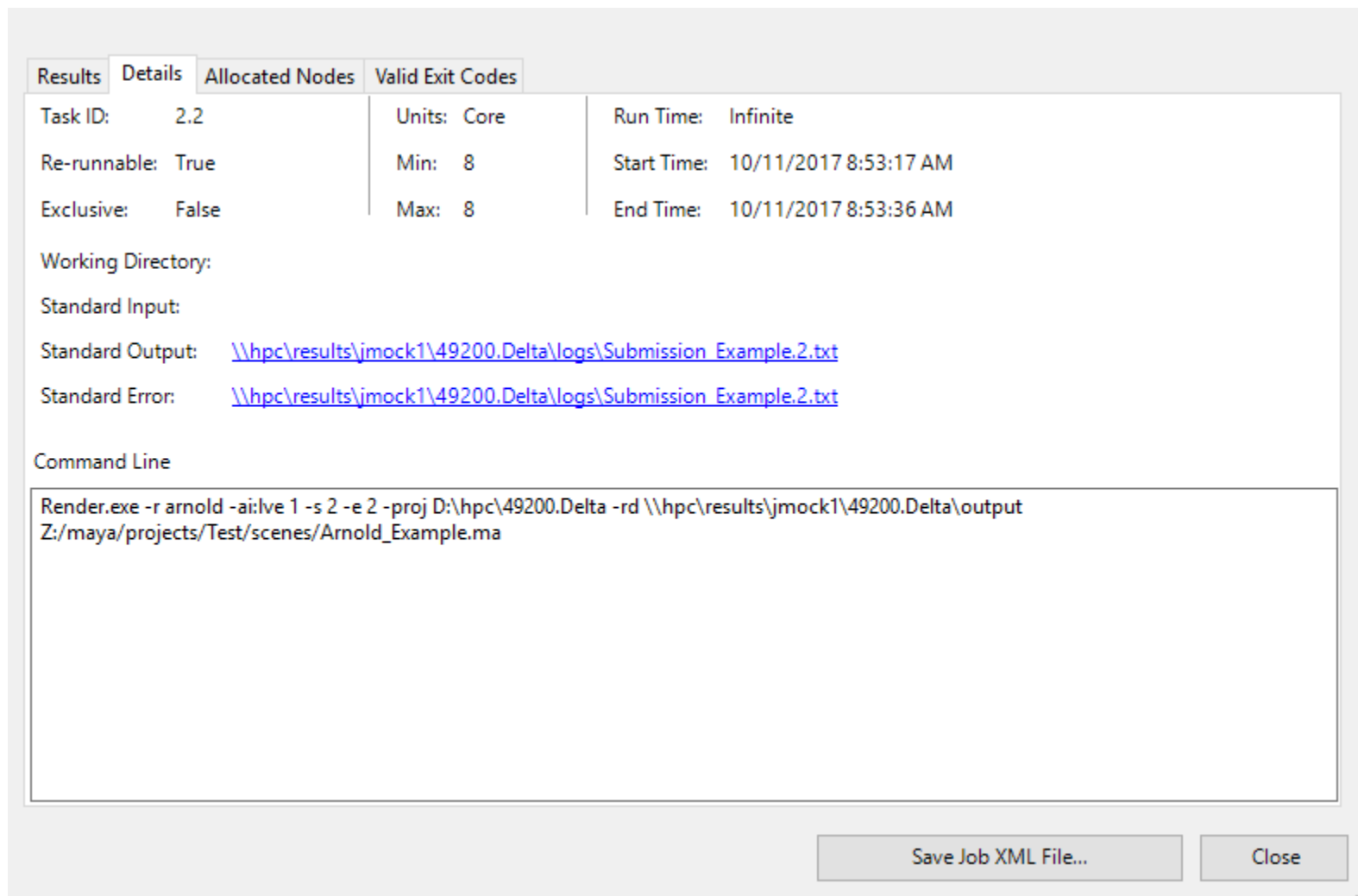
There are four main tasks associated with each render: *Node Preparation*, *Parametric Sweep* (the actual rendering of frames), *Node Release*, and *Stats Gathering*.

If a job fails, you can see where exactly in the process it encountered an error, which will enable you to effectively troubleshoot and correct the issue.

The screenshot shows a software window titled "View Job 49200". On the left is a sidebar with a tree view containing: Job Progress, Job Details, View Tasks (highlighted in blue), Resource Selection, Allocated Nodes, Licenses, Environment Variables, and Advanced. The main area features a table with columns: Task ID, State, Type, Task Name, and Command Line. The table lists tasks for a render job, including Node Preparation (Setup) and Parametric Sweep (Render 1-6). Below the table is a "Refresh Task List" button. At the bottom, there are tabs for Results, Details, Allocated Nodes, and Valid Exit Codes. The "Results" tab is active, showing an "Output" section with a text box containing a message about a master record for a Node Preparation task, and a "Copy Output to Clipboard" button. Below that is a "Messages" section with an empty text box. At the very bottom right are buttons for "Save Job XML File..." and "Close".

Task ID	State	Type	Task Name	Command Line
1.1 - 1.2	Finished	Node Preparation	Setup	hpc-cache-prep && net use Z: \\hpc\jmock1_D4920...
1.1	Finished	Node Preparation	Setup	hpc-cache-prep && net use Z: \\hpc\jmock1_D4920...
1.2	Finished	Node Preparation	Setup	hpc-cache-prep && net use Z: \\hpc\jmock1_D4920...
2.1 - 2.10	Finished	Parametric Sweep	Render *	Render.exe -r arnold -ai:lve 1 -s * -e * -proj D:\hpc\49...
2.1	Finished	Parametric Sweep	Render 1	Render.exe -r arnold -ai:lve 1 -s 1 -e 1 -proj D:\hpc\4...
2.2	Finished	Parametric Sweep	Render 2	Render.exe -r arnold -ai:lve 1 -s 2 -e 2 -proj D:\hpc\4...
2.3	Finished	Parametric Sweep	Render 3	Render.exe -r arnold -ai:lve 1 -s 3 -e 3 -proj D:\hpc\4...
2.4	Finished	Parametric Sweep	Render 4	Render.exe -r arnold -ai:lve 1 -s 4 -e 4 -proj D:\hpc\4...
2.5	Finished	Parametric Sweep	Render 5	Render.exe -r arnold -ai:lve 1 -s 5 -e 5 -proj D:\hpc\4...
2.6	Finished	Parametric Sweep	Render 6	Render.exe -r arnold -ai:lve 1 -s 6 -e 6 -proj D:\hpc\4...

Opening the *Details* tab and selecting an individual task will provide further information. Additionally, it provides a link to that task's log in your Render Output Share. Clicking the link opens a text file containing that task's log information. Learning how to read your logs will empower you to successfully troubleshoot your render jobs.



The screenshot shows a software window with four tabs: 'Results', 'Details' (selected), 'Allocated Nodes', and 'Valid Exit Codes'. The 'Details' tab displays the following information:

Task ID:	2.2	Units:	Core	Run Time:	Infinite
Re-runnable:	True	Min:	8	Start Time:	10/11/2017 8:53:17 AM
Exclusive:	False	Max:	8	End Time:	10/11/2017 8:53:36 AM

Working Directory:

Standard Input:

Standard Output: \\hpc\results\jmock1\49200.Delta\logs\Submission_Example.2.txt

Standard Error: \\hpc\results\jmock1\49200.Delta\logs\Submission_Example.2.txt

Command Line

```
Render.exe -r arnold -ai:lve 1 -s 2 -e 2 -proj D:\hpc\49200.Delta -rd \\hpc\results\jmock1\49200.Delta\output  
Z:/maya/projects/Test/scenes/Arnold_Example.ma
```

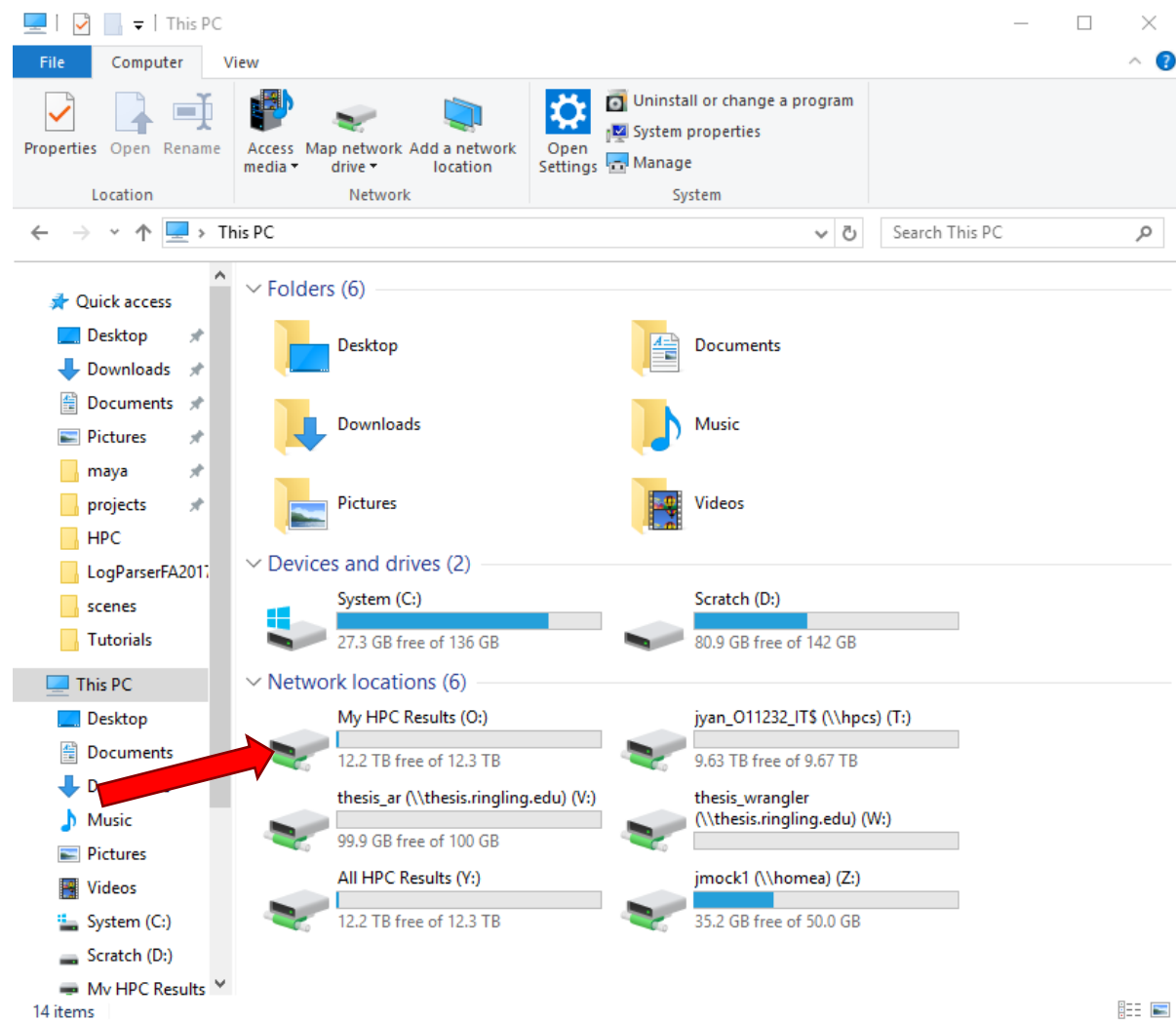
At the bottom right, there are two buttons: 'Save Job XML File...' and 'Close'.

Retrieval and Review

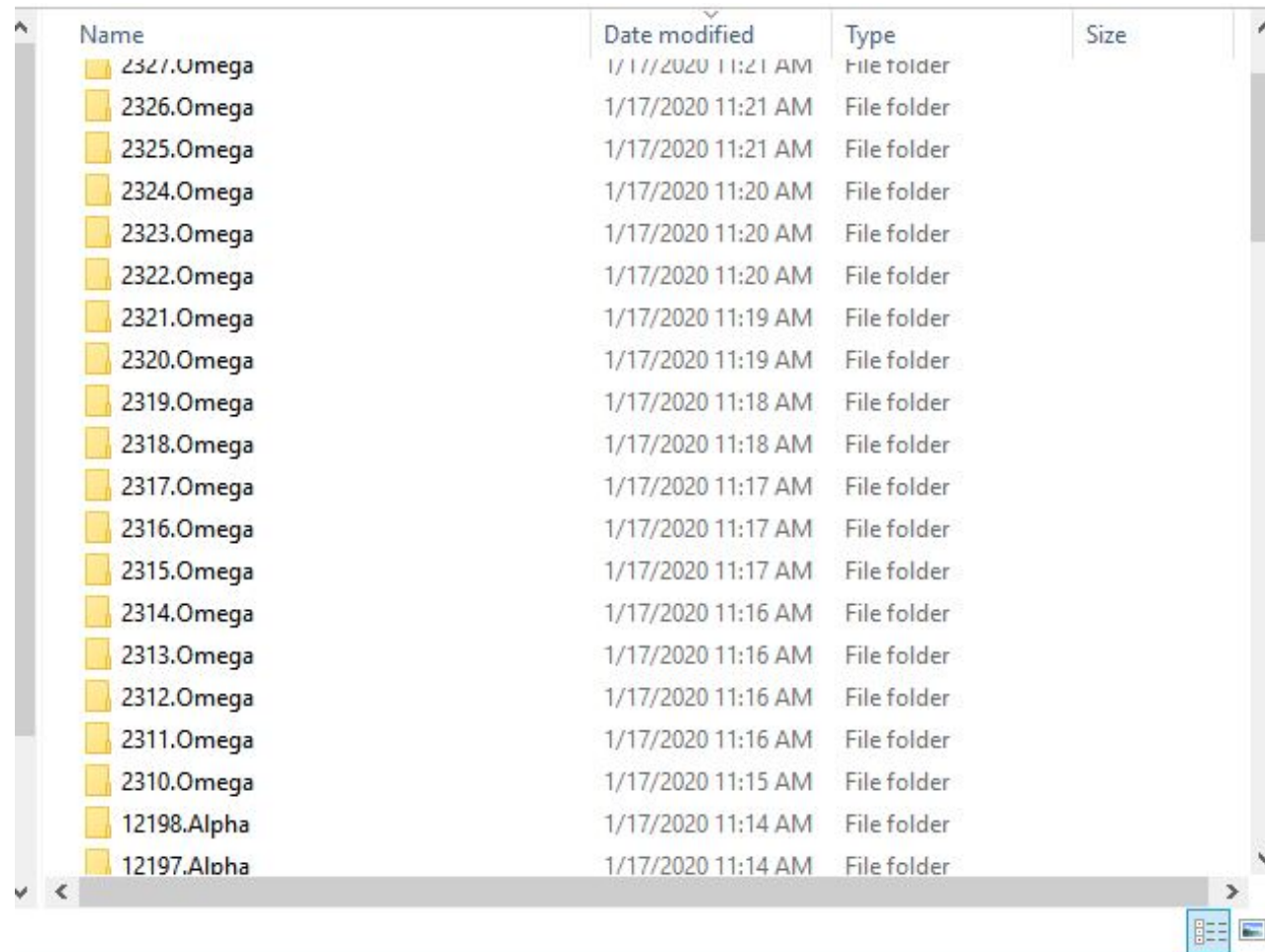
Now that your renders have returned, you will want to retrieve them for the post-production process. Your files and logs will be returned to your Render Output Share.

To mount your Render Output Share, click the Windows icon > R > Rendering > Mount My Render Output Share. This will map the share to your O:\ drive, which can be found by opening a File Explorer (the folder icon in your taskbar) > This PC > My HPC Results (O:).

You only need to mount your render output share once to have access to this drive. However, if your HPC Results drive is ever missing, repeat the steps listed above to reconnect it.



Open the folder whose name corresponds to the render job you submitted. The naming convention for each folder is: *Job Number* followed by *Cluster Rendered On*.



Name	Date modified	Type	Size
2327.Omega	1/17/2020 11:21 AM	File folder	
2326.Omega	1/17/2020 11:21 AM	File folder	
2325.Omega	1/17/2020 11:21 AM	File folder	
2324.Omega	1/17/2020 11:20 AM	File folder	
2323.Omega	1/17/2020 11:20 AM	File folder	
2322.Omega	1/17/2020 11:20 AM	File folder	
2321.Omega	1/17/2020 11:19 AM	File folder	
2320.Omega	1/17/2020 11:19 AM	File folder	
2319.Omega	1/17/2020 11:18 AM	File folder	
2318.Omega	1/17/2020 11:18 AM	File folder	
2317.Omega	1/17/2020 11:17 AM	File folder	
2316.Omega	1/17/2020 11:17 AM	File folder	
2315.Omega	1/17/2020 11:17 AM	File folder	
2314.Omega	1/17/2020 11:16 AM	File folder	
2313.Omega	1/17/2020 11:16 AM	File folder	
2312.Omega	1/17/2020 11:16 AM	File folder	
2311.Omega	1/17/2020 11:16 AM	File folder	
2310.Omega	1/17/2020 11:15 AM	File folder	
12198.Alpha	1/17/2020 11:14 AM	File folder	
12197.Alpha	1/17/2020 11:14 AM	File folder	

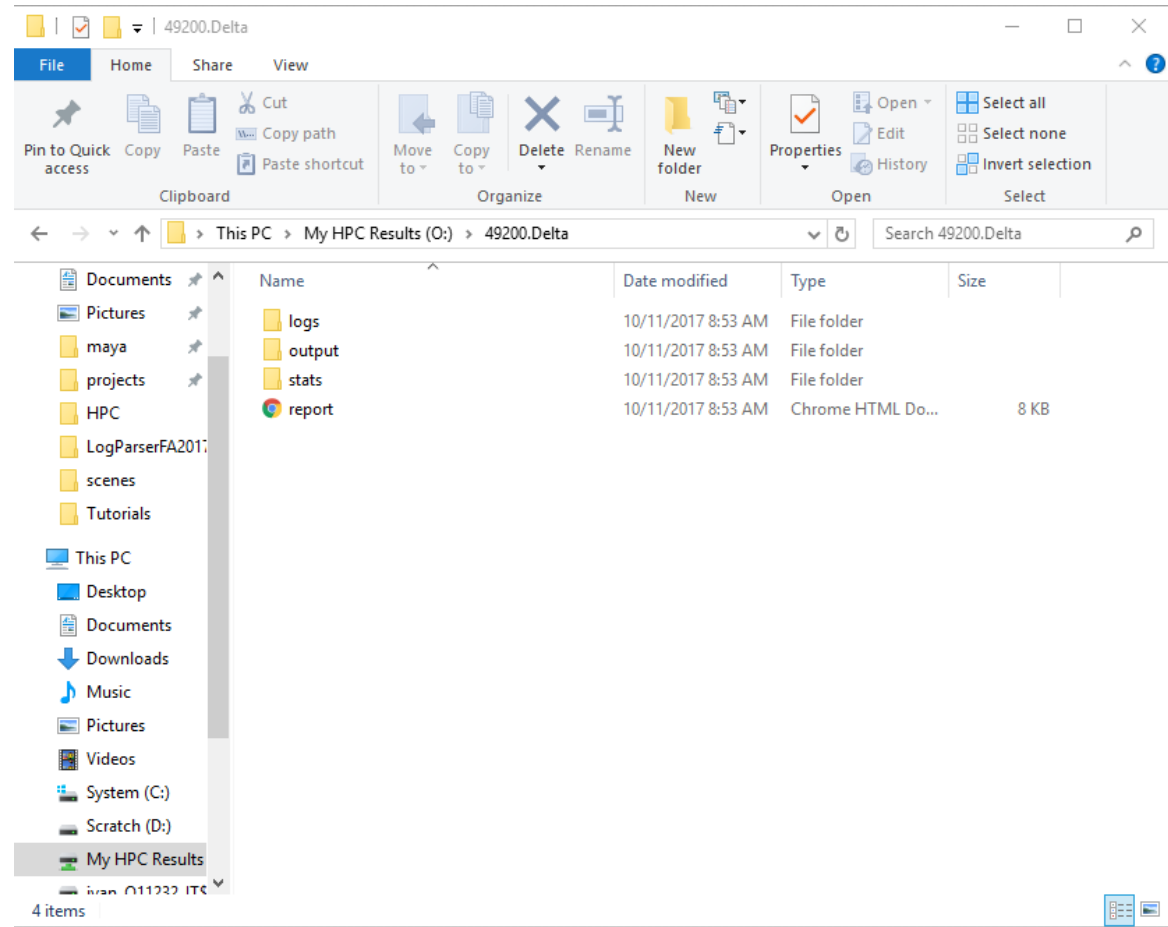
Inside each folder, you will see three folders and a *report* file. The two folders you will concern yourself with the most are *logs* and *output*.

Logs contains all of the logs for any given render task.

Output contains all of your rendered frames.

IMPORTANT:

Do NOT delete any of the folders within this Results folder, especially if it requires testing or troubleshooting. The logs contained within these folders provide crucial information that allow us to assist you in correcting errors that prevent you from achieving a successful render. Do NOT rename any folders either. It can break the farm for everyone.



Note:

Folders within the O: drive are automatically erased 72 hours after they are created. That means you will need to copy what you need from them and place them on another drive if you don't want to lose them.

Review

Make sure you review your frames for quality and address any issues before moving forward. If you run into questions while rendering in the cluster, follow the suggested steps below:

- Check with your peers – perhaps they have an answer
- Check the Cluster Rendering page on the IT website for troubleshooting steps, tutorials, and other resources at it.ringling.edu/CA
- Check with our “render wranglers” – now available through live chat via Google Hangouts. You can reach them at ca.render.wrangler@gmail.com
- Check with your instructor
- If that doesn’t help, click the support.ringling.edu link at the bottom of the page listed above and submit a ticket
- Stop by IT and ask to speak with someone on our Render Support team

Tickets

When submitting a ticket, make sure to include as much information as possible to assist us in troubleshooting your issue. This includes the background regarding the status and the issue itself. Include the “Job ID” from the HPC Job Manager, the render cluster you encountered the error on, as well as any steps you’ve taken to troubleshoot the issue. The more information we have, the more efficiently we can assist you.