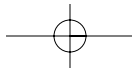
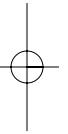
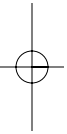


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NETWORK RENDERING WITH WORLD BUILDER

AWB can use multiple workstations to render one or more World Builder animations. Network rendering is accomplished by creating and executing World Builder Job Files. Job Files are ASCII text files which list the pathname, scene name and frame numbers to be rendered.

World Builder Job Files are extremely simple. The first line contains the name of a project file including the full pathname such as:

```
C:\PRJ\SCENE1.AWB
```

Remaining lines list the frame numbers you want to render such as:

```
1
2
3
etc.
```

Create a Job File

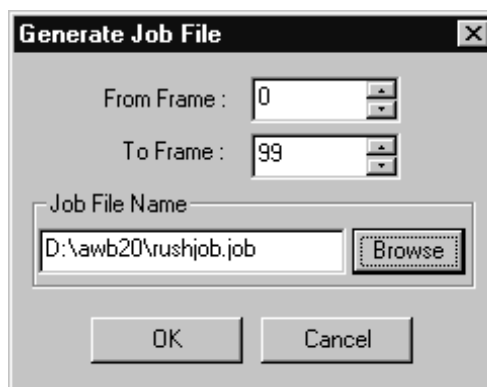
Although you can create a Job File from scratch the best way is to let World Builder create them for you. Job Files are created using Generate Job File located in the Tools Menu. You can also create your own Job Files from scratch using any ASCII text editor.

Create a Job file procedure

1. Select Tools/Generate Job File.

The Generate Job File dialog appears.

Generate Job File
dialog



Network Rendering

2. Specify the frame range you want to render by editing the From Frame and To Frame values.
3. Click Browse.

The Select Job File dialog appears.

4. Select the Job file you want to over write or type in a new Job File name.
5. Click Save and OK.

Both the Select Job File and Generate Job File dialogs are exited and the Job file is created and saved to disk.

Executing a Job File

You execute a Job File and start Network rendering either from World Builder or from a Command Prompt Window.

Execute the Job File on each computer that you want to network render. You can add or remove network rendering computers at any time. To interrupt network rendering on a single computer press the ESC key. If you stop network rendering on a computer is rendering a frame, another member of the network will render it.

When World Builder is rendering a frame, it places a w before the frame number in the Job File. This indicates that the network rendering is in progress for that frame, and the name of a computer and current user after the frame number. When computer has finished with a frame, it replaces the w with a d(done). For example the line for a finished frame 11 will look like this:

```
d11 computer : 'DUALPRO10' user : 'render'
```

NOTE: If rendering fails because of a power, or network failure the Job File will indicate that some frames are still in progress. Frames in progress are those with a w before the frame number. Simply edit the Job File and remove the w s from all frames which failed to render, and restart the Job File.

TIP: You can also create a batch file for a network rendering, when you want to specify multiple Job File for execution. This is useful when you want to be sure that all computers which take part in a network rendering are executing the same Job File and thus rendering the same scene. You must also specify the entire path to the World Builder program and check whether Job File and World Builder program are on the networked disk drive. Here is an example batch file.



Appendix 1

```
E:\Animatek\AWB20\awb20.exe -JOB t:\rend_awb\flo.job  
E:\Animatek\AWB20\awb20.exe -JOB t:\rend_awb\fores.job  
E:\Animatek\AWB20\awb20.exe -JOB t:\new_rend\river.job
```

Execute a Job file in World Builder procedure

1. Select Tools/Execute Job File.

The Select Job File dialog appears.

2. Select a Job File and click Open.

The Job File is executed.

Execute a Job file from a Command Prompt Window procedure

1. Click Start in the Windows NT Task Bar.

The Start Menu appears

2. Select Programs/System Tools/Command Prompt.

A Command Prompt Window appears.

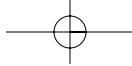
3. Click the Window Titlebar and type: AWB20 -JOB FILENAME.JOB

The Job File is executed.

In this example, AWB20 is the executable that starts Animatek's World Builder and -JOB is a switch which informs World Builder that it will be executing a Job File. FILENAME.JOB is the name and extension of the Job File that you want World Builder to execute. Remember that this command line is not case sensitive however you must include a space between AWB20 and -JOB and between -JOB and the Job File name. Also remember to include the hyphen before JOB.

NOTE: When starting .JOB file from the command line, be sure to specify the entire path to the .JOB file to be used and check whether .JOB file is on a networked disk drive.

NOTE: When starting .JOB file from the command line you do not need to have a protection hardlock on a computer. World Builder will automatically convert itself to a special network rendering version, which does not allow you to edit projects.



Network Rendering

