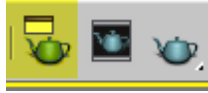


# Network Render Instructions for 3D Studio Max

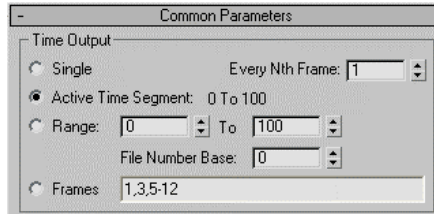
Any materials used in your project, that are not included in the standard library, must have their maps located in one of these locations:

[\\hydrogen\rendering\teachename\yourperiod\yourfolder](#) , or  
[\\hydrogen\teched\Tutorials\Maps for MAX](#)

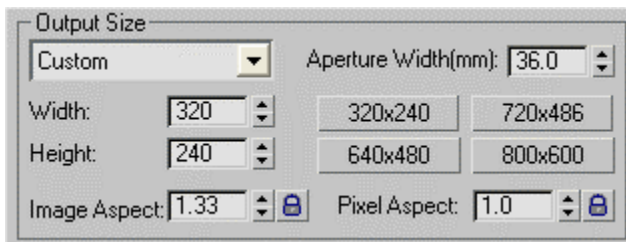
1. Render Scene Button



2. Time Output-choose what frames you are going to render.



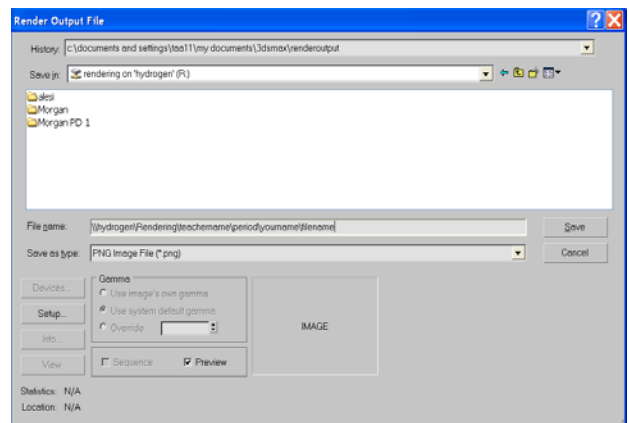
3. Output Size-Frame, size in Pixels (i.e. 640 x 480-good on screen computer presentation, 720 x 486-digital video format).



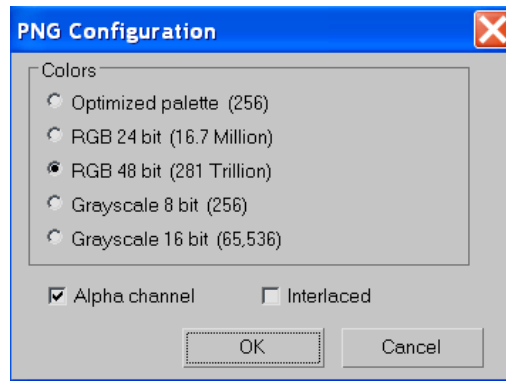
4. Render Output allows you to save your, and choose your file type. For Network Rendering, the file type must be a still frame graphic, which will automatically get a sequential name. Choose .jpg or .png, with high quality settings.



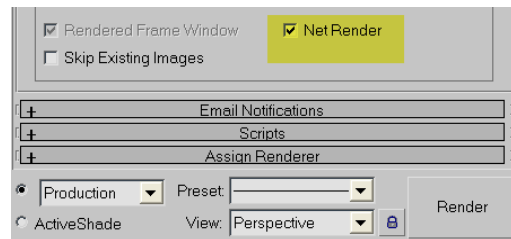
5. After Clicking the Files button, pick your save location, and filename, hit save.  
Must be rendered to:  
[\\hydrogen\rendering\yourfolder](#)



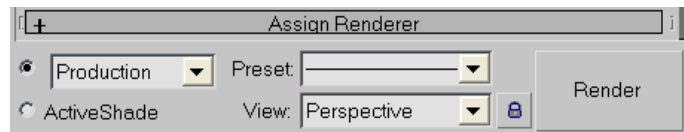
6. Set the file quality.



7. Check the Netrender check box

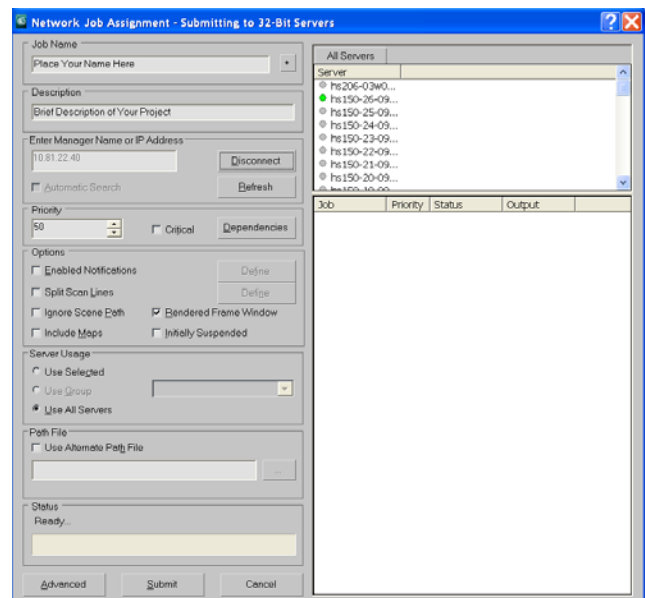


8. Select the desired view to render at the bottom, and click Render.



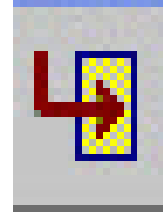
9. The network render dialogue box will open.

- Fill the job name with your name and period
- Uncheck automatic search for server and use ip address: **10.81.22.40**
- Click Connect button
- Use all servers checked
- Submit

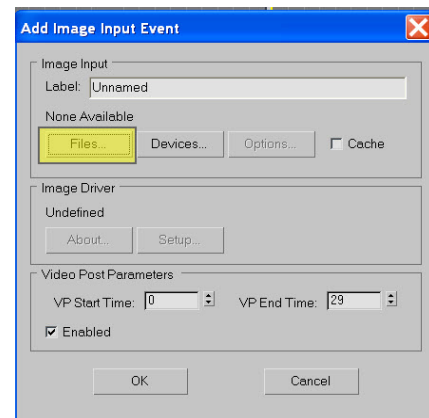
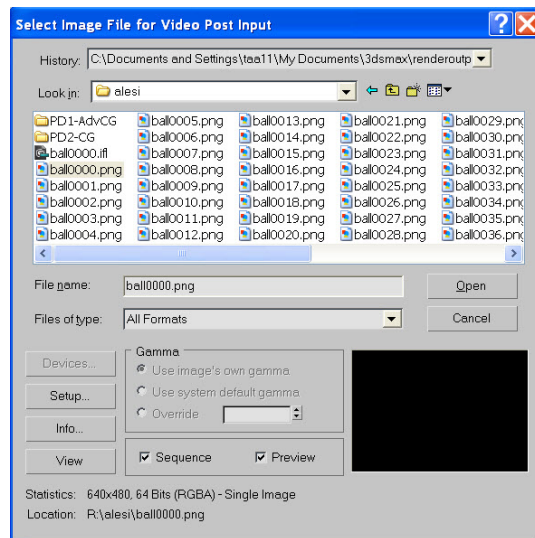


## Combining stills into a movie (Frame Sticking)

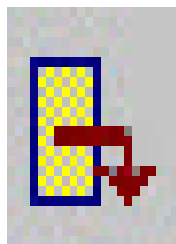
10. Completed frames will be stored in your folder. To combine them into a movie file format, go back into 3D Studio Max. Go to the **Rendering menu**, Video Post.



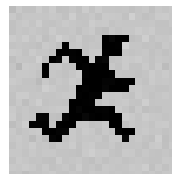
11. Click the files button and select the first frame of your sequence.
12. Select the sequence check box. Click Open



13. Select Output Event



14. Save your file as a movie format (i.e. Avi or Mov) to a file location of your choice.



15. Click Execute sequence.