

# Introduction

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Fox Renderfarm Desktop Client is a one-stop batch drag and drop submission cloud rendering client. The client is able to automatically analyze, upload, render and download the task. The client perfectly supports all kinds of paths and able to automatically locate and upload all the related assets such as textures, references and caches. The client fully supports main CG software (Maya & 3ds Max), renderers and plugins. Automatic compression, multi-thread upload and download, as well as rendering task priority adjustment are also supported. The user can set up priority frames rendering function in order to have an advance preview on the rendered frames for effect verification purpose. The project management approach in the client enables the user to freely set up download directory for each individual project and the scene files on Fox Renderfarm cloud storage is closely matched to the user's own directory structure. For cost calculation, the client has automatic rendering cost calculation, for the failed task, there will be no charge incurred.

## Description

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The download link for Fox Renderfarm Desktop Client is available on our official website (<http://www.foxrenderfarm.com/download.html>).



**FOXRenderfarm**

Home Cloud Rendering Pricing Customers Company News

Log in Register English

**FOXRenderfarm**

Simply Drag Your Project to the Desktop Client and Automatically Download After Rendering

Free Download Tutorial Video

Platform: Win10 / Win8 / Win7  
Supported Software: Maya 64bit / 3ds Max 64bit

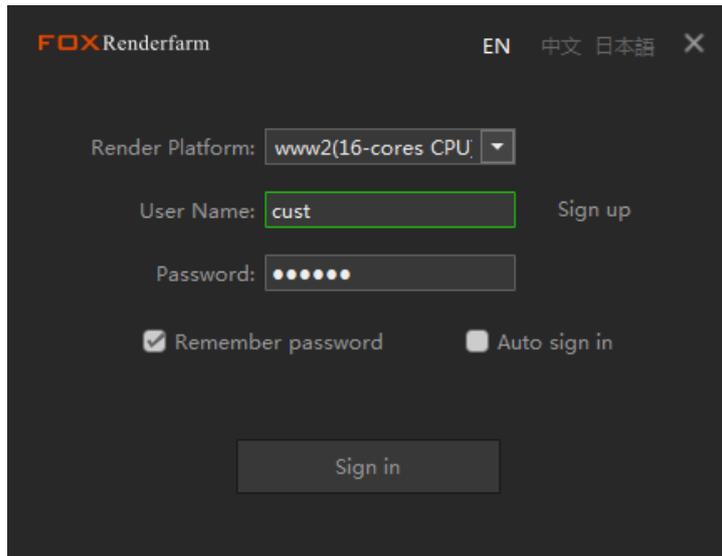
Note: We strongly recommend to use webpage submission for better user experience if you are NOT in United States, Japan, Singapore, Hong Kong or Taiwan.

## Login

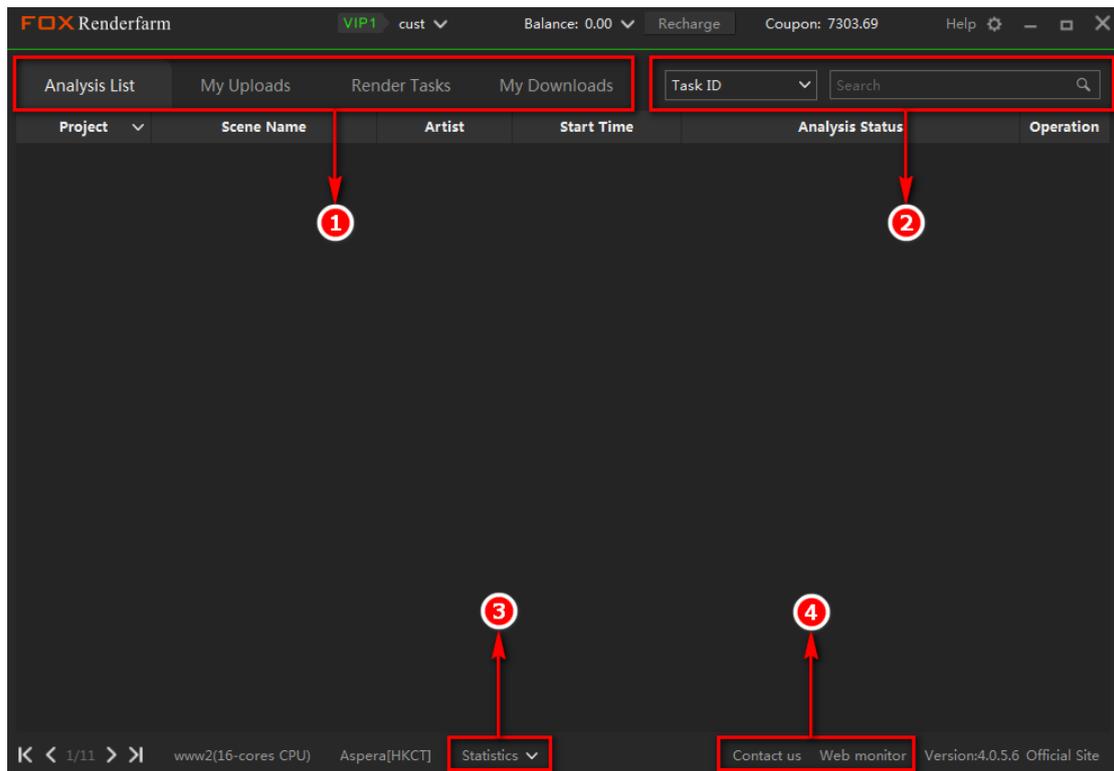
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Registered user can enter the correct user name and password, then select the chosen render platform and sign in. For the unregistered user, please sign up, complete the registration process and then sign in.

In the top right corner of the login interface, there are 3 language options that the user can choose: English, Chinese, and Japanese.



## Interface



At the top of the interface, the VIP level and user name of the current account are displayed, where the user can change the password, obtain the render billing detail and log out from the account.

At the top right corner of the interface shows the current account balance with detailed balance in different recharged currencies — USD, CNY, EUR, and GBP.

Click “Recharge” button to recharge the current account balance.

## Part ①

The taskbar is divided into several tabs: Analysis List, My Uploads, Render Tasks and My Downloads.

- Analysis List
  - Project  
Corresponds to the project to which the task belongs
  - Scene Name  
Corresponds to the name of the scene under the project
  - Start Time  
Corresponds to the time at which the task begins to analyze
  - Analysis Status  
Corresponds to the analysis state of the task
  - Operation  
Shows the handling of the current task

Right-click on the current task, the user can perform several operations such as Render Setting, Submit, Force to Submit, Start Analyzing, Fast Analyzing, Stop Analyzing, Analyze Again, Delete Task, Batch Parameter Setting and Copy Render Command.

When the file has been analyzed, a prompt with negligible warning will appear, the user can right-click on the task to re-analyze and delete the task.

Start Time	Analysis Status
	<b>Warning</b>
Render setting	
Submit	
Force to submit	
Start analyzing	
Fast analyze(Ingnore textures)	
Stop analyzing	
Analyze again	
Delete task	
Batch parameter setting	
Copy render command	

When the file has been analyzed and the prompt shows that analysis is done, the user can right-click on the task to set the parameters in render setting, submit, force submit, re-analyze and delete the task, as well as set the batch parameter setting or copy the render command.

Start Time	Analysis Status	Operation
	<b>Analysis done,waiting to submit or set pa...</b>	<a href="#">Next</a>
Render setting		
Submit		
Force to submit		
Start analyzing		
Fast analyze(Ingnore textures)		
Stop analyzing		
Analyze again		
Delete task		
Batch parameter setting		
Copy render command		

When multiple files have been analyzed and the prompt shows that analysis is done, waiting to submit or set parameters, the user can select multiple tasks and right-click to set the parameters in render setting, submit, force submit, re-analyze and delete the task, as well as set the batch parameter setting.

	Start Time	Analysis Status	Operation
Render setting		Analysis done,waiting to submit or set pa...	<a href="#">Next</a>
Submit		Analysis done,waiting to submit or set pa...	Next
Force to submit			
Start analyzing			
Fast analyze(Ingnore textures)			
Stop analyzing			
Analyze again			
Delete task			
Batch parameter setting			
Copy render command			

When the file is analyzing or has an error in analysis, right-click on the task to stop the analysis, delete the task and copy the render command.

	start Maya 2015	Analyzing
Render setting		
Submit		
Force to submit		
Start analyzing		
Fast analyze(Ingnore textures)		
Stop analyzing		
Analyze again		
Delete task		
Batch parameter setting		
Copy render command		

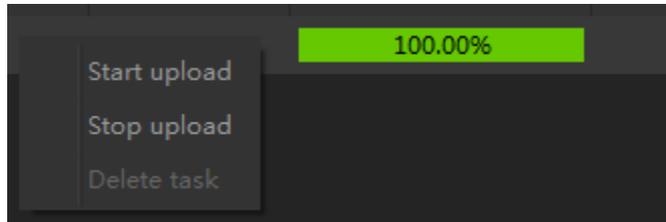
Start Time	Analysis Status	Operation
Render setting	<b>Analysis error</b>	<a href="#">Check</a>
Submit		
Force to submit		
Start analyzing		
Fast analyze(Ingnore textures)		
Stop analyzing		
Analyze again		
Delete task		
Batch parameter setting		
Copy render command		

Drag and drop the files that need to be rendered to the client, configure the corresponding project parameters and plugins for the file. The file will first be analyzed in the Analysis List tab and generate the corresponding task number (when there are multiple files in the list to be analyzed, the client will analyze each file one by one). If the file is normal, the analysis status column will appear the real-time analysis status, the operation column shows that the current operation is analyzing. When the analysis is completed, the "Next" button will appear, click the button to enter the next step — My Uploads tab. If there is a problem with the file, the Analysis Status column will display the "Analysis Error" prompt, and the "Check" button will be displayed under the Operation column, click to view the details.

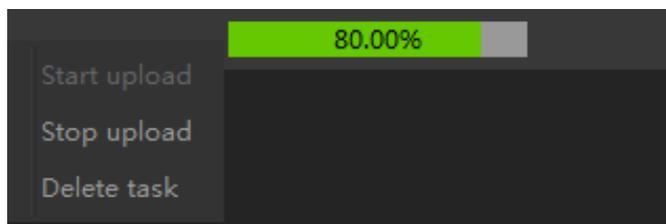
- My Uploads
  - Status  
Corresponds to the current upload status of the task
  - Task ID  
Corresponds to the task number assigned to the task
  - Scene Name  
Corresponds to the name of the scene under the project
  - Layer  
Corresponding to the layer name under the scene
  - Progress  
Displays the upload progress of the current task
  - Speed  
Shows the speed at which the upload is ongoing

- Start Time  
The time that the upload starts

For the current progress of 100% of the task, right-click on the task and the user can start the upload and stop the upload operations.



For the task that is currently being submitted, right-click on the task and the user can stop the upload and delete task operations.



When the file is analyzed completely, click "Next" and proceeds to My Uploads tab. When the upload progress is 100%, the task automatically proceeds to the Render Task tab.

- Render Tasks
  - Project  
Corresponds to the project to which the task belongs
  - Task ID  
Corresponds to the task number assigned to the task
  - Scene Name  
Corresponds to the name of the scene under the project
  - Layer  
Corresponding to the layer name under the scene
  - Status  
Corresponds to the current render status of the task
  - Rendering | Done | Waiting | Aborted | Failed  
The number of frame under each status for each individual task
  - Charge  
The cost of the task
  - Task Type  
There are 2 task types: Global Illumination (GI) and Final Image (FI)
  - Start Time  
Corresponds to the time at which the task begins to render

- Priority  
Corresponding task priority
- Timeout Warning  
The render time of the task exceeds the set render time in the parameter setting, the task ID will be marked as yellow.
- Remark  
User comments on the render task

Under this tab, right-click on the current task to perform the following operations such as refresh the task list, start the task, full speed render, stop the task, resubmit failed frame, clone task, start download, open file location, show frame details, set parent task, filter failed frame and delete the task.

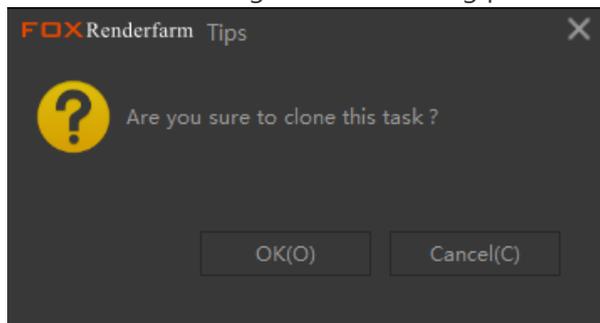
### Full Speed Render

If the current task requires to full speed the task manually, after the submission, a green color **stop** will be shown in status. Right-click on the current task, select "Full speed render" in order to continue rendering the task at full speed.

Project	Task ID	Camera	Scene Name	Layer	Status	Rendering   Done
12546	9552567	perspShape	sc02.ma	-	stop	0
12546	9547966	perspShape	sc01.ma	layer3	stop	Refresh
12546	9545881	perspShape	sc01.ma	-	done	Start task
lightwave_test	9544804	Not found	EPX SCI HANGAR PITC...	-	done	Full speed render

### Clone Task

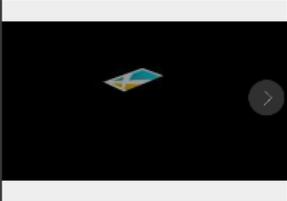
Select the cloning task, there will be a confirmation of whether to clone the chosen task, after confirming the action by clicking "OK", it will once again prompt the rendering settings window and reset again the rendering parameters for the new cloned task.



### Show Frame Details

The user can check the rendering status of each frame for the current task, the start and end time and time of each frame, and the cost of each frame.

Task ID 9545881 Duration time 0:9:58



Frame	Status	Render screen	Elapsed Time	Charge	Start Time	End Time
frame0001	Done	-	00:00:31	0.08	20170925181851	201709251820
frame0002	Done	-	00:00:33	0.08	20170925181851	201709251820
frame0003	Done	-	00:00:22	0.06	20170925181918	201709251820
frame0004	Done	-	00:01:19	0.20	20170925181941	201709251822
frame0005	Done	-	00:01:33	0.24	20170925182228	201709251825
frame0006	Done	-	00:01:34	0.24	20170925182249	201709251825
frame0007	Done	-	00:01:38	0.25	20170925182342	201709251826
frame0008	Done	-	00:01:16	0.19	20170925182503	201709251827
frame0009	Done	-	00:00:33	0.08	20170925182547	201709251827
frame0010	Done	-	00:00:39	0.10	20170925182648	201709251828

Done 10  
Failed 0  
Executing 0  
Waiting 0  
Aborted 0

Software and plugins used:  
maya2015

### Set Parent Task

After the parent task is set, the task is automatically rendered when its parent task completes.

### Filter Failed Frame

The user can view the tasks that have failed frames in the whole rendering tasks.

RENDERBUS VIP1 cust Balance: 0.00 Recharge Coupon: 7304.25 Help

Analysis List My Uploads **Render Tasks** My Downloads Task ID Search

Project	Task ID	Camera	Scene Name	Layer	Status	Rendering	Done	Waiting	Abort
111	9213356	perspShape	sc02.ma	layer3	done	0	10	0	1
111	9205695	perspShape	2013_multi_layers_witho...	-	done	0	19	0	1
clarisse	9180509	Not found	house.project	-	done	0	0	0	6
linuxapi	9149435	Not found	2014.mb	-	done	0	0	0	10
ar_test	9135302	perspShape	sc02.ma	sc02.ma	done	0	7	0	1
liuxf	9098666	CAM_PL04_[147;229]	PL04_PASS_DECOR_V03...	-	done	0	0	0	3
liuxf	9097709	CAM_PL04_[147;229]	PL04_PASS_DECOR_V03...	-	done	0	0	0	4
liuxf	9078332	CAM_PL05_[203;301]	PL05_RENDU_v005_arc...	-	done	0	0	0	2
gslw	9073555	Not found	2015_ball5.mb	-	done	0	7	0	1
gslw	9063694	cam:sc029Shape	SC004_B_lr_002.mb	SC004_B_lr_002...	done	0	426	0	1
gslw	9063691	cam:sc040Shape	SC004_B_lr_002.mb	SC004_B_lr_002...	done	0	211	0	1
cf_mayatest	9052241	cameraShape1	mr_test_hdr.mb	mr_test_hdr.mb	done	0	17	0	1
cf_mayatest	9052224	cameraShape1	mr_test_hdr.mb	mr_test_hdr.mb	done	0	8	0	1
ar_test	9052193	cameraShape1	ar_test_png.mb	ar_test_png.mb	done	0	8	0	1
ar_test	9052179	cameraShape1	ar_test_png.mb	ar_test_png.mb	done	0	8	0	1
ar_test	9052177	cameraShape1	ar_test_jpg.mb	ar_test_jpg.mb	done	0	8	0	1
cf_mayatest	9052127	cameraShape1	mr_test_psd.mb	mr_test_psd.mb	done	0	8	0	1
WF_TEST	9012153	Camera001	BBBBBBBBBBBBBBBB...	-	done	0	0	0	1
WF_TEST	9007646	Camera001	BBBBBBBBBBBBBBBB...	-	done	0	0	0	7
WF_TEST	9007645	Camera001	AAAAAAAAAAAAA.max	-	done	0	0	0	9

Navigation: < 1/2 > | www2(16-cores CPU) Rayvision[TUDX] Statistics [Free effect pic render] Contact us Web monitor Version:4.0.5.6

For the current failed task, right-click to refresh the task list, start the task, resubmit the failed frame, show the frame details, filter the failed frame and delete the task.

	<b>failed</b>
Refresh	<b>stop</b>
Start task	<b>submitting</b>
Full speed render	<b>done</b>
Stop task	<b>done</b>
Resubmit failed frame	<b>done</b>
Clone task	<b>done</b>
Start download	<b>done</b>
Open location	<b>submitting</b>
Show frame details	<b>done</b>
Set parent task	<b>done</b>
Filter failed frame	<b>stop</b>
Delete task	<b>done</b>

For the current stop task, right-click, the user can refresh the task list, start the task, resubmit the failed frame, clone the task, start the download, open the saved location, show the frame details, set the parent task, filter the failed frame and delete the task operation.

	<b>stop</b>
Refresh	<b>stop</b>
Start task	<b>submitting</b>
Full speed render	<b>done</b>
Stop task	<b>done</b>
Resubmit failed frame	<b>done</b>
Clone task	<b>done</b>
Start download	<b>done</b>
Open location	<b>submitting</b>
Show frame details	<b>done</b>
Set parent task	<b>done</b>
Filter failed frame	<b>stop</b>
Delete task	<b>done</b>

For tasks that are done, right-click, the user can refresh tasks list, resubmit the failed frame,

clone, download the task, open the saved location, show the frame details, filter the failed frames and delete task operations.

Refresh	done
Start task	stop
Full speed render	stop
Stop task	submitting
Resubmit failed frame	done
Clone task	done
Start download	done
Open location	done
Show frame details	submitting
Set parent task	done
Filter failed frame	done
Delete task	stop

For the task that shows a green color **stop** status, right-click, the user can refresh the task list, start the task, full speed rendering, resubmit the failed frame, clone the task, start the download, open the saved location, show the frame details, filter the failed frame and delete the task operation.

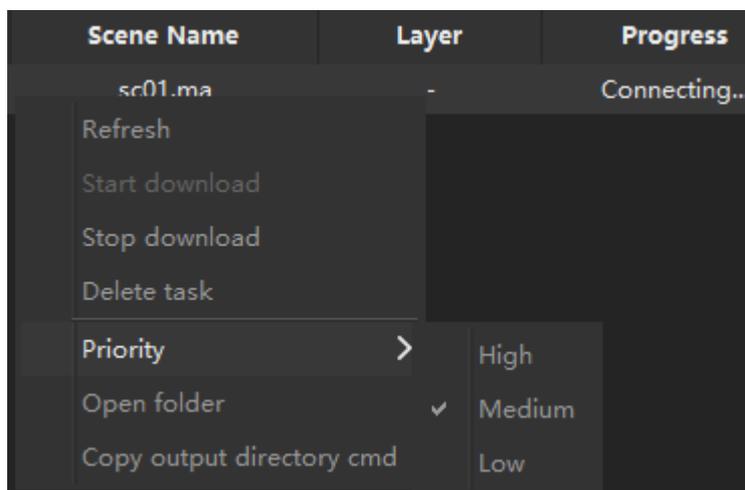
Layer	Status	▼
layer3	stop	
Refresh	done	
Start task	done	
Full speed render	done	
Stop task	done	
Resubmit failed frame	done	
Clone task	done	
Start download	done	
Open location	done	
Show frame details	done	
Set parent task	done	
Filter failed frame	analysefailed	
Delete task	stop	

- My Downloads
  - Status  
Corresponds to the current download status of the task
  - Priority  
Corresponding task priority
  - Project  
Corresponds to the project to which the task belongs
  - Task ID  
Corresponds to the task number assigned to the task
  - Scene Name  
Corresponds to the name of the scene under the project
  - Layer  
Corresponding to the layer name under the scene
  - Progress  
Displays the download progress of the current task
  - Speed  
Shows the speed at which the download is ongoing
  - Start Time  
The time that the download starts
  - End Time  
The time that the download ends

Under this tab, right-click on the current task to perform the following operations such as refresh the task, start the download, stop the download, delete the task, adjust the priority for the task, open the download folder and copy output directory cmd.

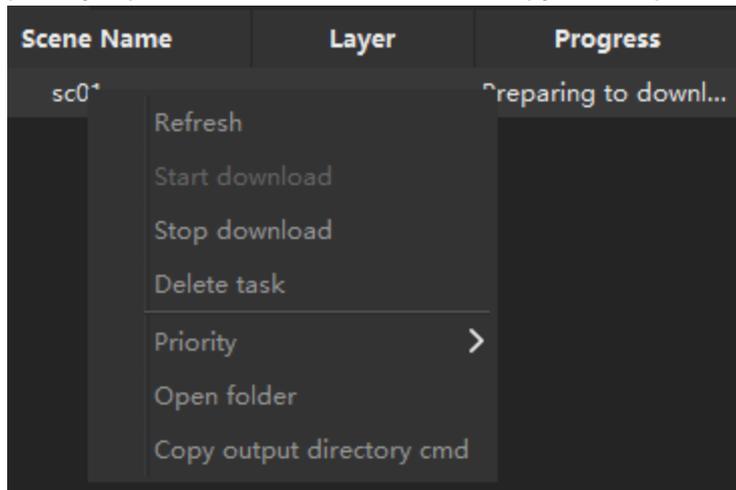
#### Priority

Able to set the priority for the current task with 3 options: High, Medium and Low



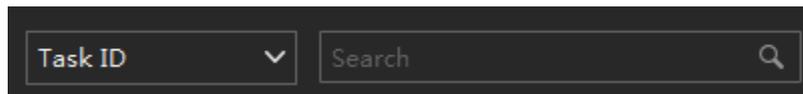
Under Render Tasks tab, for the render task which is already done (completed the rendering), right-click on that task and click "Start download" to download the finished task to the output directory. The user can check the download progress under My Downloads tab.

Under My Downloads tab, right click on the current download task to perform the following operations such as refresh the task list, stop the download, delete the task, adjust the priority, open the download folder and copy the output directory cmd.



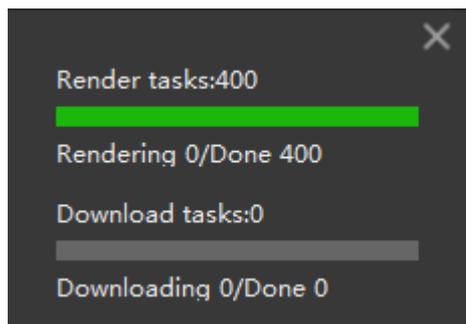
## Part ②

On this search tab on the taskbar, the user can fill in the keywords to perform the search filter operation. The keyword type includes: Task ID, Project Name, Scene Name, Artist and Submit Account.



## Part ③

Press the "Statistics" button to view the current statistic for each status.



## Part ④

Click "Contact us" to contact our 24/7 online customer service for support.

Click "Web monitor" to enter the web version of the task monitoring system.

# System Setting

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## General Setting

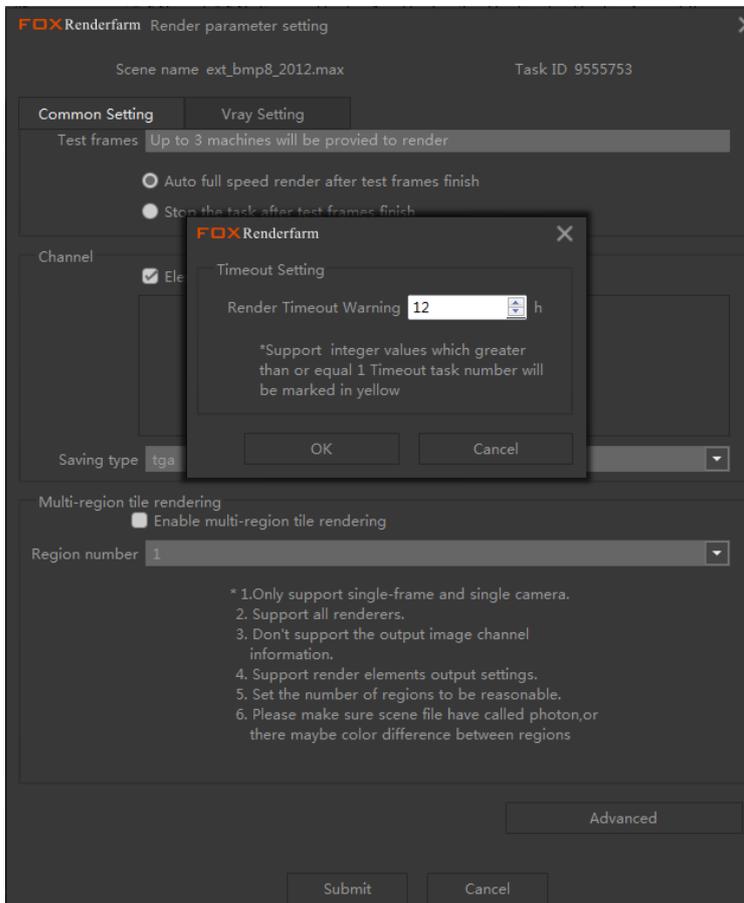
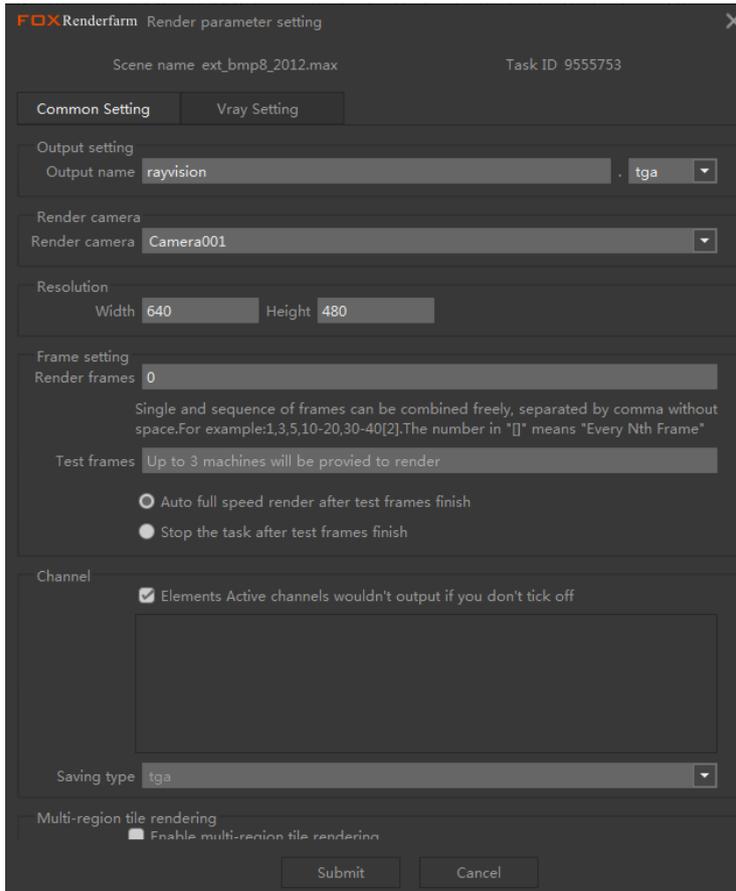
- Sign In Setting  
Check "Auto sign in" to allow the user to automatically log in to the client when the computer is on, the login parameters will be the same as the login window.
- Common Setting
  - Enable scene parameter modification  
When the file has been analyzed in the analysis list, click on the next step, it will pop up the rendering parameters setting window.

### Maya Task

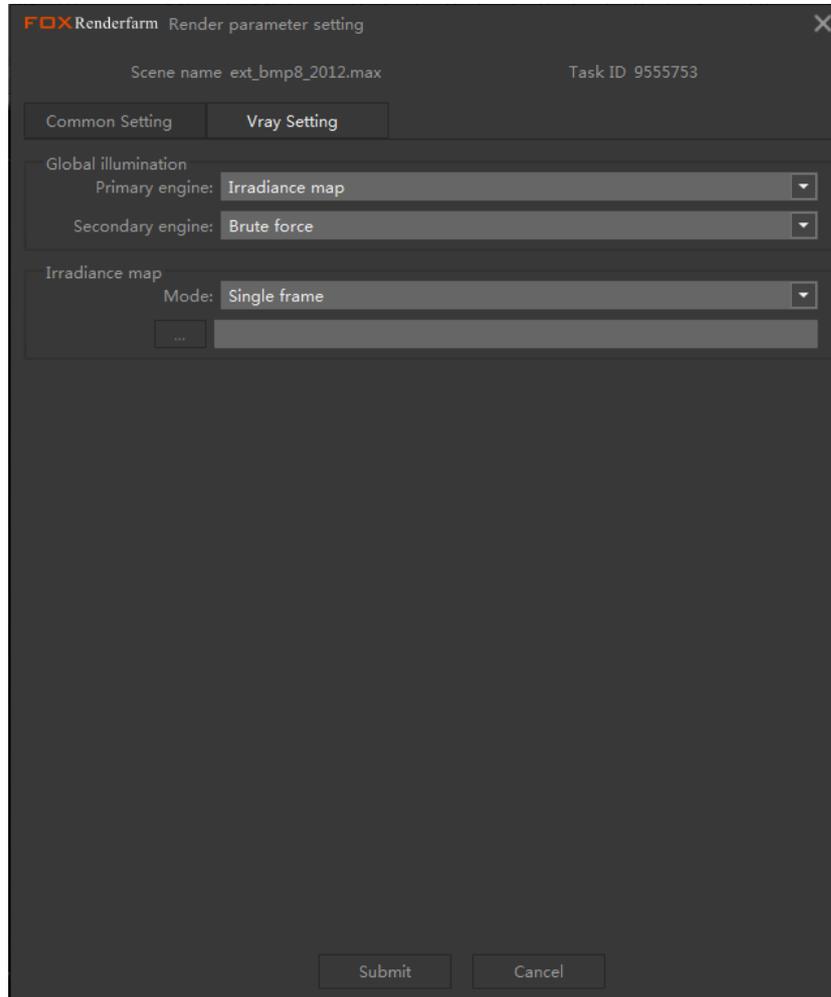
The user can set the render camera, resolution, rendering frame number, priority test frame and multi-region tile rendering.

### 3ds Max Task

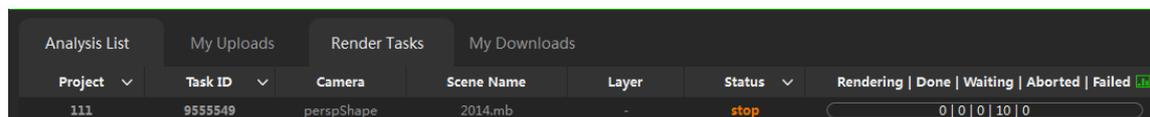
The common parameter setting section, which the user can set the output, render camera, resolution, frame, channel and multi-region tile rendering options. Click "Advance" to set the render timeout warning.



Under VRay Setting, there are Global Illumination and Irradiance Map, by which the primary and secondary engine of Global Illumination and the mode of Irradiance Map can be set.



- Stop task after submitting (Only for Maya)  
When this option is checked, after submission, an orange color **stop** will be shown in status.

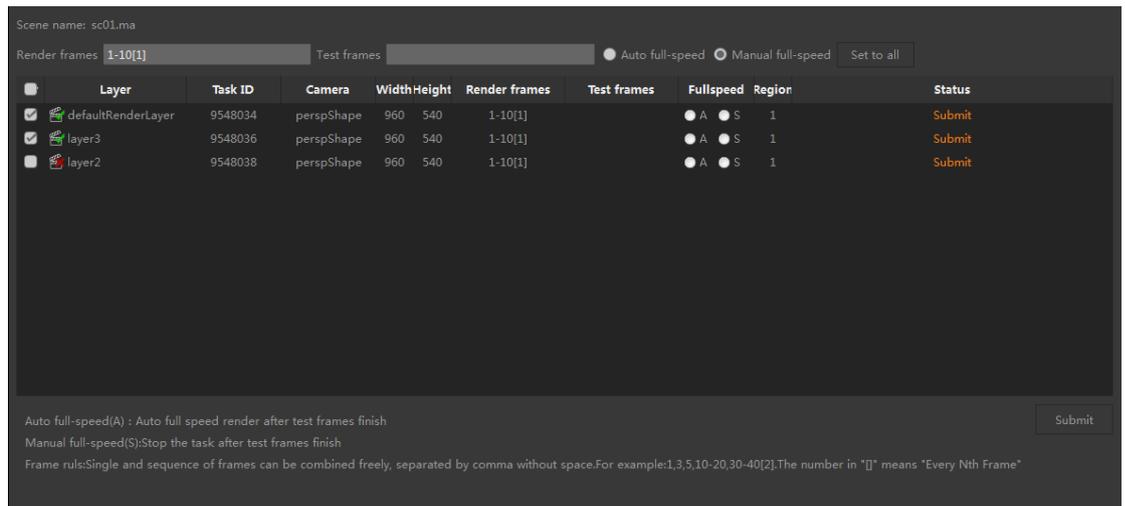


- Auto download while rendering  
When the submitted task has finished rendering, the client will download the task automatically, the downloaded task can be seen at My Downloads tab.
- Specify layer rendering (Only for Maya)  
When the analysis is complete, the layer is automatically split into multiple

task submissions and rendered using the default parameters.

At this point after the submission, the system will use the default settings, there will be no setting prompt window. After the analysis is complete, the user needs to modify the layer rendering parameters and submit them manually.

When the file has been analyzed in the analysis list and stated the analysis is done, layered submission, click on the next step, it will prompt the layered submission window. The user can set the render frame and priority render frame, select the full speed mode and multi-region tile rendering settings. (Apply to all layers)



- Language  
The system is available in Chinese, English and Japanese.
- Analysis Timeout  
When the time taken for analysis is longer than the time set, the task will automatically stop, proceed to the next scene to continue analysis.
- Render Timeout  
When the time taken for the rendering of a specific frame is longer than the time set, the task ID will be marked as yellow.
- Drag & Drop Setting

Setting Type	Description
Show project selection dialog when dragging task	Choose either one option
Set default project, project selection dialog will not appear	

Setting Type	Description
Project	Select the project to which the task belongs.
Software	Select the software and software version used by the task.

## Project Setting

- Maya

Setting Type	Description
Local Setting	Set the local output directory for the task (The user must set the project directory when the material path in the scene file is a relative path).
Software Configuration	The user can modify existing plugin configurations or add new plugins. Select the software version, plugin name and save the newly added software and plugin configuration.

- 3ds Max

Setting Type	Description
Local Setting	Set the local output directory for the task.
Software Configuration	The user can modify existing plugin configurations or add new plugins. Select the software version, plugin name and save the newly added software and plugin configuration.

## Network Setting

- Upload Speed  
Allow the user to control the upload speed
- Download Speed  
Allow the user to control the download speed
- Transmission Engine  
There are multiple engine platforms to choose from Rayvision, Aspera, Rayvision Safe, Typhoon. After switching the engine, the client needs to restart to take effect.

- Select Line  
Available lines are HKCT (Hong Kong), SGCT (Singapore), INCT (India), GECT (Germany) and CACT (California, USA).

## Plan

- Add Plan  
Select the time scope of the task execution, then click "Add" to add a new scheduled plan. (Shut down operation requires to meet 3 conditions in order to take effect: 1. No waiting or analyzing task. 2. No uploading task. 3. All download completed.)

# Operating Procedures

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- Maya
  1. Open the client, enter the user name and password, sign in to the client.
  2. Drag the Maya file that the user wants to render to the client.
  3. Create a new project or use the default project, and configure the corresponding software version and plugin.
  4. After the analysis is done, click "Next" to pop up the parameter setting interface.
  5. Confirm the rendering parameters again and click "Submit".
  6. The client will automatically upload the file (The progress can be viewed under My Uploads tab), after the upload is completed, the rendering operation will start.
  7. After the rendering is complete, right-click on the task, click "Show frame details" to preview the finished rendering picture.
  8. Go to My Downloads tab, right-click on the task, click "Open folder" to view the pictures that have been downloaded to the local.
- 3ds Max
  1. Open the client, enter the user name and password, sign in to the client.
  2. Drag the 3ds Max file that the user wants to render to the client.
  3. Create a new project or use the default project, and configure the corresponding software version and plugin. (At this point, the client will automatically analyze the file.)
  4. After the analysis is done, click "Next" to pop up the parameter setting interface.
  5. Confirm the rendering parameters again and click "Submit".
  6. The client will automatically upload the file (The progress can be viewed under My

Uploads tab), after the upload is completed, the rendering operation will start.

7. After the rendering is complete, right-click on the task, click "Show frame details" to preview the finished rendering picture.
8. Go to My Downloads tab, right-click on the task, click "Open folder" to view the pictures that have been downloaded to the local.

The video tutorial can be viewed on our official website.  
(<http://www.foxrenderfarm.com/download.html>).