BUDDYRENDER – RENDER MANAGER

# Features

## Renders ***(up to 3 renders in demo version)***

* + - CPU Monitoring
		- RAM Monitoring
		- Desktop Viewer in real time
		- 1 sec refresh rate
		- Intuitive and easy to understand charts
		- Sleep/Wake/Restart/Shutdown machines

## Jobs

* + - Start / Restart / Resume / Pause / Stop / Delete commands
		- Starting job paused
		- Estimating time left
		- Overriding scene parameters (Frame ranges, output file, resolutions, gamma settings, etc)
		- Defining Tasks for each job
		- Selecting render machines for a job
		- Job Priority - Urgent, High, Normal, Low
		- Job Dependency - job can depend on other jobs
		- Logs for jobs and frames
		- Auto ignoring render machine for a job if there are errors on rendering
		- Custom jobs and commands for different file types (*not supported in demo version)*

## Dashboard View

* + - Shows filtered important information for the current rendering jobs and machines
		- Monitoring all render machine states and their CPU usage
		- Allows the user to focus only on the current render farm usage

## Monitoring and control from anywhere

* + - You can connect from other places outside your network with the same control and monitor as you are in your LAN

## File Transfer

* + - Download to / Upload from the server
		- Large files transfer
		- Automatic asset transfers of max scene

## Remote File Explorer ***(Limited to 1 remote folder in demo version)***

* + - Users see only the visible shared folders
		- Create folders
		- Delete files
		- Integrated File Transfer module inside

## Web portal

* + - Available at <http://buddyrender.com/Dashboard>
		- Monitor and control your farm resources
		- Mobile Ready

## Users and Roles

* + - Each user monitors its own jobs (expect the Manager user role)
		- Each user can have different file repository where she works

## Misc

* Easy to share with team members from anywhere
* Auto login (Remember me option)
* Filters, Grouping, Sorting functionality
* Dark and Light Themes
* BuddyRenderApp works offline (no need of BuddyRender account)

## 3Ds Max Software integrations

* Macro plugin for job submission directly from the 3D Max
* Save temp copy of working max file
* Supports all 3Ds Max plugins
* Support for all 3Ds Max switches:
	+ - * SceneState
			* BatchRender
			* PreRender scripts
			* PostRender scripts
			* Split & stitch rendering (single image)
			* Select Camera
			* Width & Height (Resolution)
			* Gamma corrections & values
			* SuperBlack
			* RenderHidden
			* ShowRFW
			* and many more

## Tile Rendering (3DS Max only)

* Perfect for high-resolution images or high RAM consuming while rendering images
* Tile Rendering can be used to split up large frames into arbitrary sized tiles and distribute them over all render nodes. When the tiles are finished rendering, they are automatically merged into the final image using BuddyRenderMerger. Specific tiles can be re-rendered and automatically composited on top of the original image.

# Demo version limitations

* Limited File transfer – supports only 1 remote folder mapping
* Maximum 3 render nodes
* No custom commands

# RepathMaxAssets (FREE TOOL)

* Available for free download at <http://buddyrender.com/tools/assetmanager>
* Free tool that allows users to fix and replace all paths in asset manager of max files
* Standalone application what works without the need of 3dsMax itself