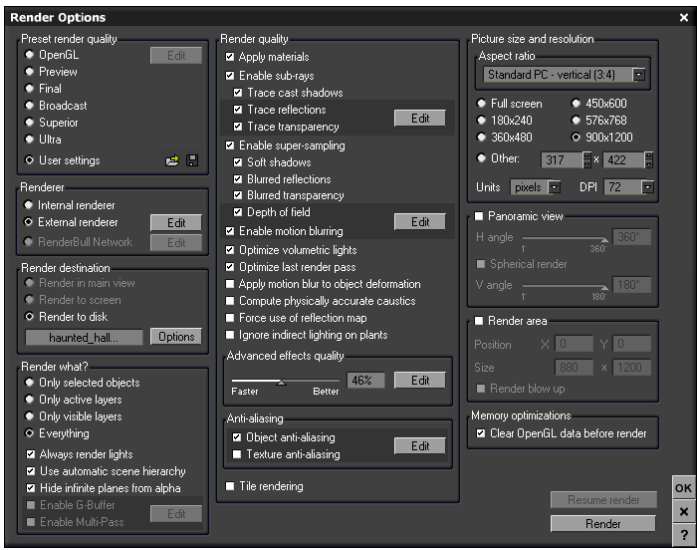


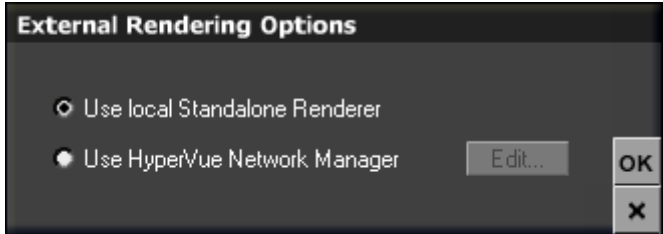
How to Use the External Render

The external renderer is a separate application that is entirely dedicated to rendering; it doesn't have to deal with all the overhead of a graphical interface, and can consequently dedicate more memory to the actual rendering process. On 32 bit systems with 1GB of memory, scenes that fail to render using the internal renderer may render successfully using the external renderer. The render will be to disk, so you do not see the picture as it renders.



Make sure you have selected exactly how you want your scene to render (size and all the other setting).

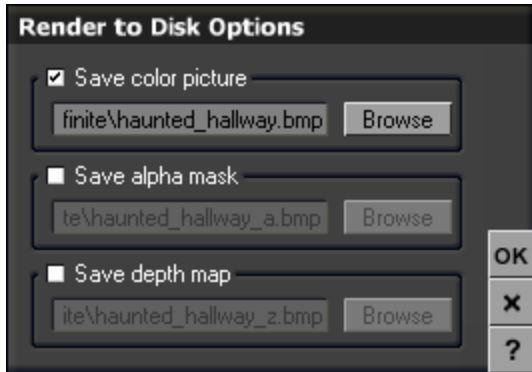
See my tutorial on render settings!
http://users.tns.net/~mwalter1/Vue_Render_Settings.pdf



On the **Renderer** section of the **Render Options** screen, select **External Render**.

Click the **Edit** box.
Select **Local Standalone Renderer**.
Click **OK** to close this dialog.

Note: You can use the network renderer by selecting the **Use HyperVue Network Manager**, but I'm not sure it's working – may be a bug...



C:\Documents and Settings\User_Name\My Documents\My Pictures\le-on software\Vue 6 Infinite\File_Name_Here.bmp

This will select the **Render to Disk** option.

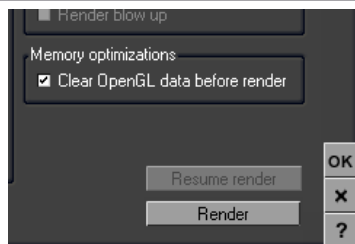
Make sure the file name and path is what you want.

Click **OK** to close this dialog.

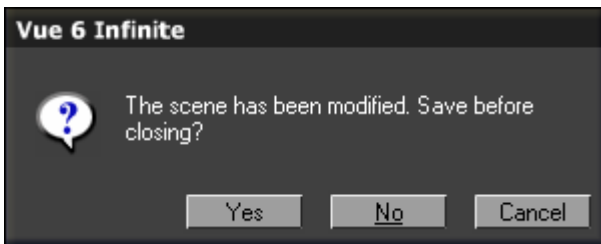
The path / folders must exist or Vue will not know how or where to save the file.

Make sure the file name does not already exist. Vue does not like to overwrite the file name!

Check the file format is what you want too. The default is *.bmp – you may want to change to *.tif for high resolution renders.



Click **OK** to close the **Render Setting** dialog.

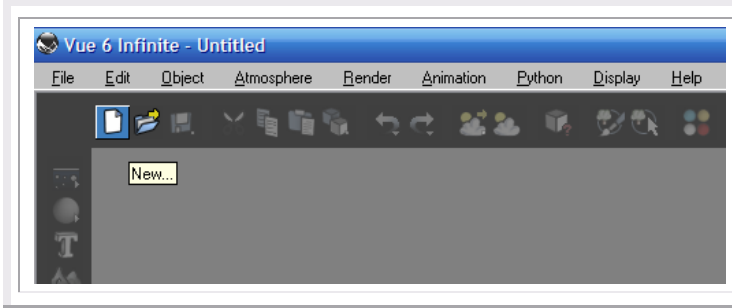


Save your Vue file and close it.

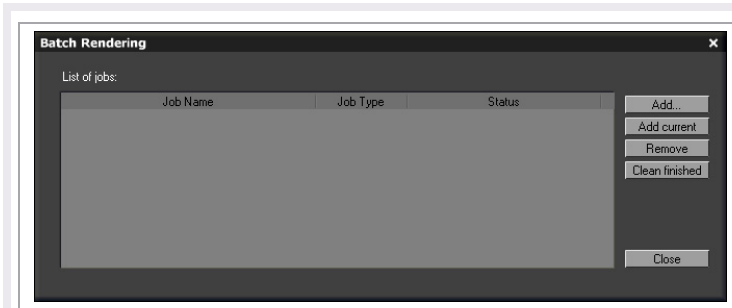
Yes, save and close it – we want to maximize the amount of memory available for rendering. If your system is low on resources, having a large scene open will take most of your memory!



NOTE. This is a good time to do a full reboot and turn off all non-essential programs before doing the final render.



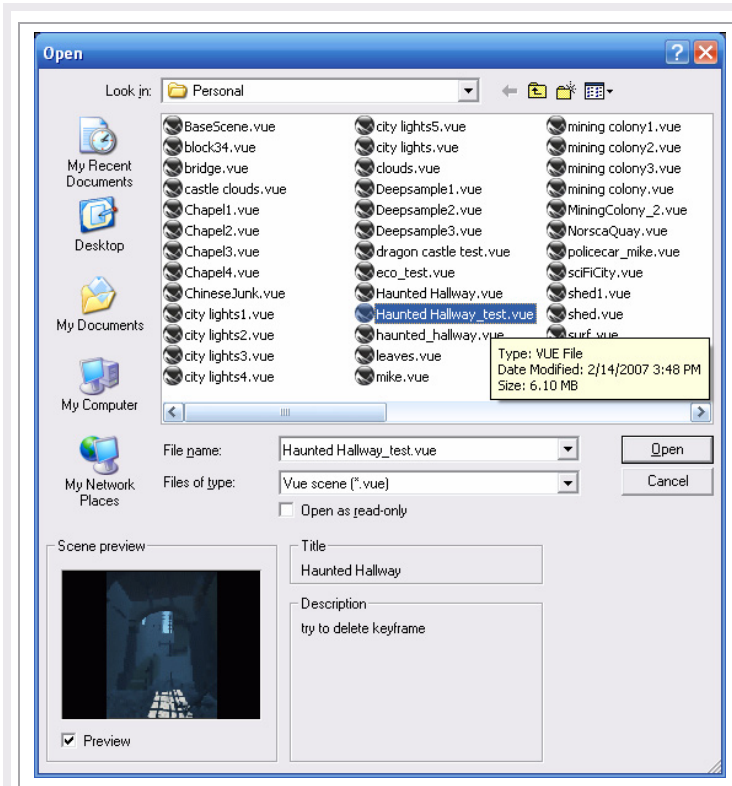
Open a new blank scene.



Click **Render, Batch Rendering**. Sometimes the batch render will already have the file name there if you were rendering it and aborted or when the job completes, it stays in the **List of jobs**. Select the file by clicking on it and then click **Clean Finished** to remove the file.



NOTE. Jobs are processed in the order they appear on the list. They are processed using the exact render settings stored in each individual scene, and saves the resulting images or animations to the location specified in the scene. If the scene is animated, the renderer will render the animation.



Click the **Add** button to locate the *.vue file to be rendered.

Note: Get in the habit of saving scenes with the description field filled in. If you have multiple files with *FileName1*, *FileName2*, *FileName3*, etc, having a description can make all the difference in selecting the proper file to render!

```
C:\Program Files\on software\Vue 6 Infinite\application\RenderBull.eon
Vue 6 RenderBull Version 6.00 - Build 289182
Initializing...OK
Loading Scene: C:\Program Files\on software\Vue 6 Infinite\Batch\job001.vue OK
Beginning render at 12:35:28
Rendering... 0.01%
Rendering... 18.84%
Rendering... 19.88%
Rendering... 29.92%
Rendering... 40.00%
Rendering... 50.04%
```

Batch Rendering

List of jobs:

Job Name	Job Type	Status
C:\Download\haunted_halfway.vue	Local	Finished (Render Time: 00:05:37)

Buttons: Add..., Add current, Remove, Clean finished, Close

Wait for the render to finish. You should see a DOS looking window with the status of the render showing what percentage is done. You can minimize or close them - this will not stop the render jobs.

I like to keep them minimized so I can click and see how the render job is going.



NOTE. The external renderer runs in the background. For best results and time savings, don't use the computer for other stuff!

Remember – the external renderer will basically stop rendering if the computer is busy doing other things...