

# V-Ray 3.5 for Maya

Installation Guide for Linux

## Linux

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1. Unpack the contents of the installation archive to a temporary folder (called *vray\_install\_dir* below);
2. Open a console and navigate to that folder;
3. Make sure you have root permissions or use the **su** or the **sudo** command and run the installation file in the directory for the respective Maya version:

Operating system	Maya version	Installer name
Linux 64-bit	Maya 2014	<i>vray_adv_35201_maya2014_linux_x64</i>
Linux 64-bit	Maya 2015	<i>vray_adv_35201 _maya2015_linux_x64</i>
Linux 64-bit	Maya 2016	<i>vray_adv_35201 _maya2016_linux_x64</i>
Linux 64-bit	Maya 2016 Ext. 2	<i>vray_adv_35201 _maya2016.5_linux_x64</i>
Linux 64-bit	Maya 2017	<i>vray_adv_35201 _maya2017_linux_x64</i>

4. Follow the instructions of the installer; if you had a previous version of V-Ray for Maya, the installer will try to automatically remove it first.

For example:

```
$ cd vray_install_dir
```

```
$ sudo ./vray_adv_35201_maya2017_linux_x64
```

*follow installer instructions*

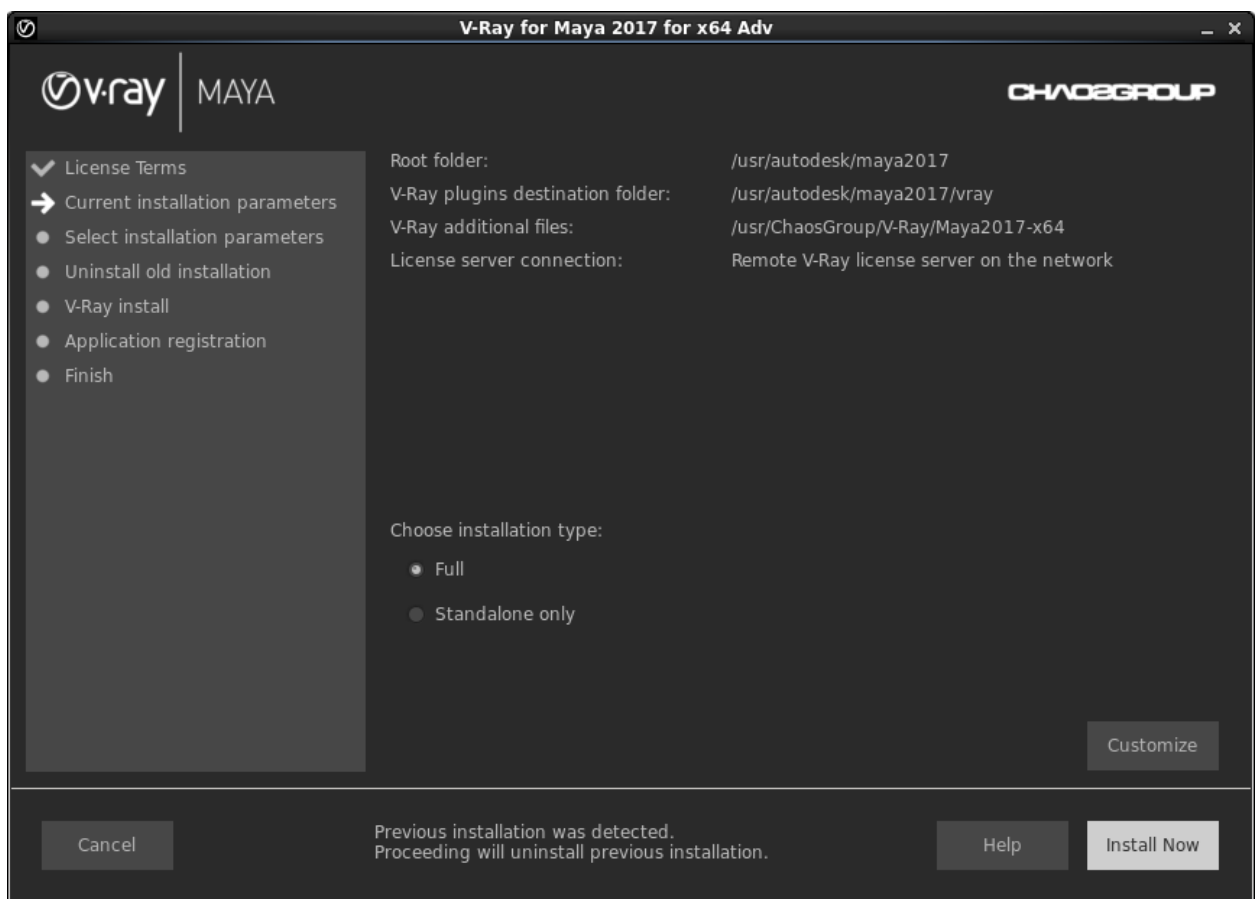
\$ exit

5. You will be presented with the V-Ray licensing agreement. Please take a moment to review the agreement. Click the **I agree** button to proceed.

6. During the next step you can choose the installation type. The available installation types are:

**Full** – A full installation and includes V-Ray for Maya, IPR for Maya, V-Ray Standalone, V-Ray SDK, V-Ray Tools and Documentation. It will allow you to use V-Ray in Maya, do Distributed or Network Rendering, run IPR, use V-Ray SDK, and use the different V-Ray Tools.

**Standalone only** – An installation which includes V-Ray Standalone and IPR render server. Please choose this option if you plan to use this machine only for Distributed Rendering with V-Ray Standalone and an IPR render server.



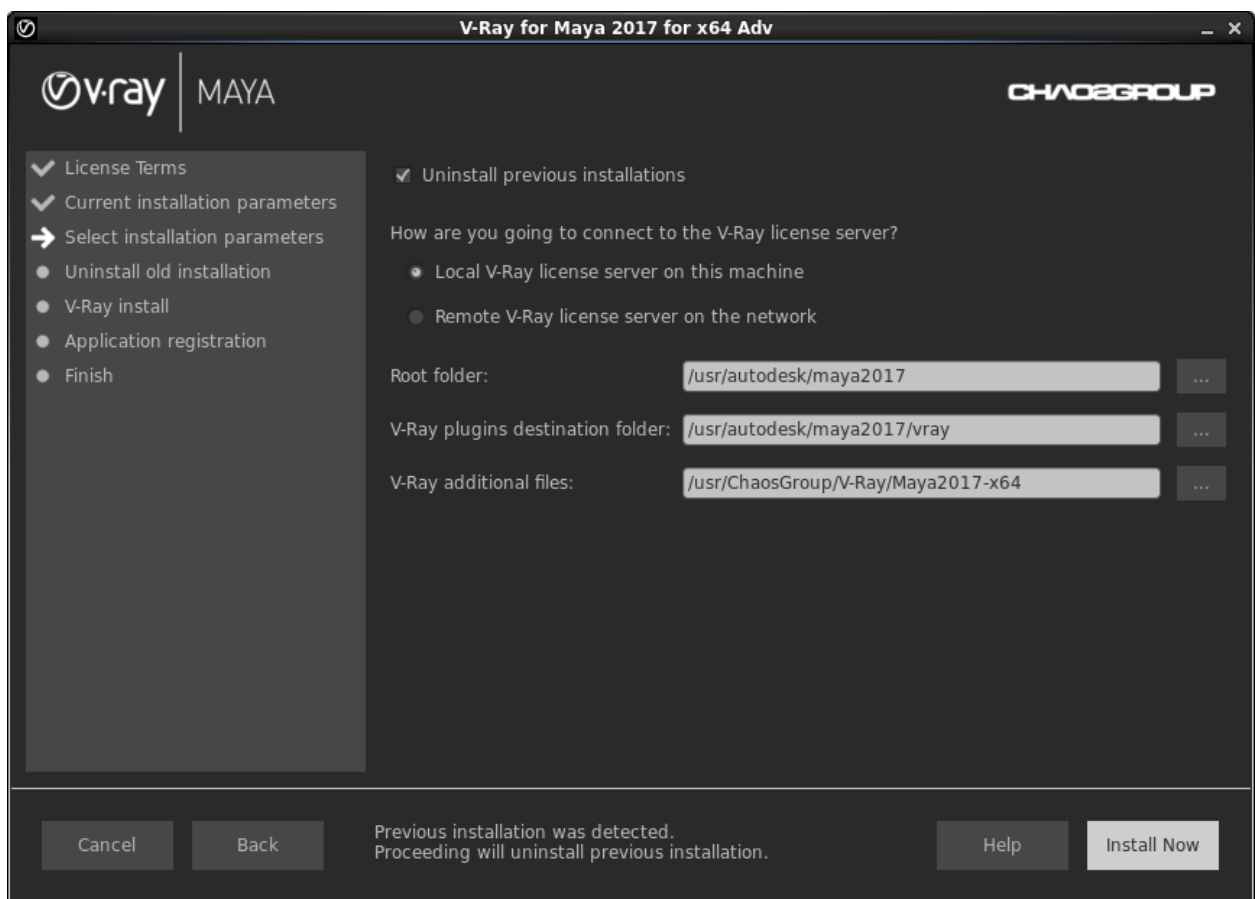
7. After you choose the installation type you can click the **Customize** button and adjust the corresponding installation settings. If you have selected the Full installation, you will see the full list of customizable settings:

**Uninstall previous installations** – Leave enabled to automatically uninstall any previous versions.

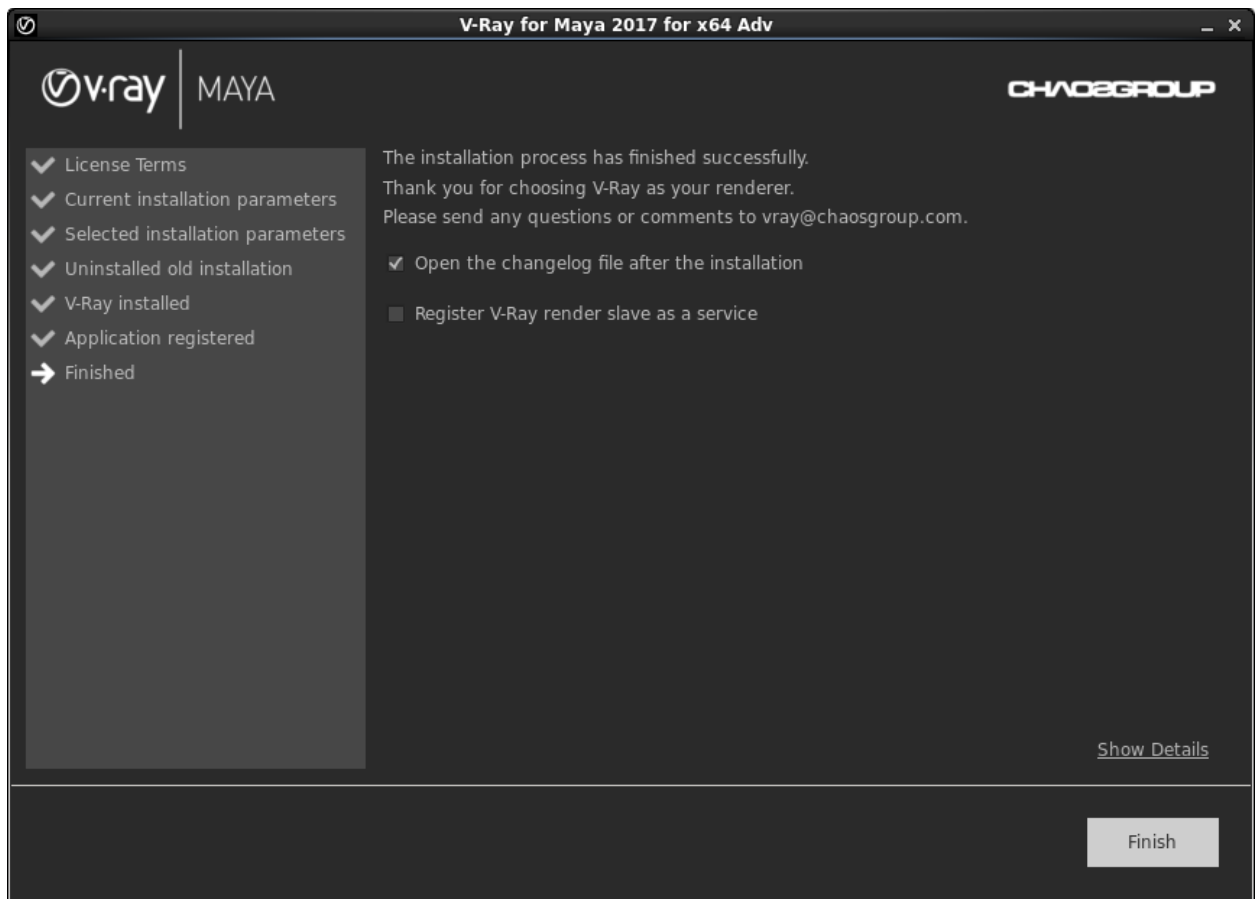
**How are you going to connect to the V-Ray license server** – Specifies whether the V-Ray license server will run locally or on another machine. If you select “Remote V-Ray license server on the network” you will be given fields to specify the IP address of the machine on which the V-Ray License server is running. Please leave the port 30304 unchanged.

**Specify installation paths** – Use to confirm the default folders are correct.

Common settings for Full installation for Maya 2017 with a local license server and default paths, should look like the screenshot below:



8. If the installation was successful, you will get this screen.



**Register the V-Ray render slave** – Registers V-Ray Standalone as a service and automatically start when the machine boots. In this case the V-Ray Standalone server will run in the background as a service and there will be no need to run it manually. You will be able to use this machine as a render slave.

9. Press the **Finish** button.

**Note:** It may be necessary to log out and log in again so that some of the changes to the environment variables made by the installer can take effect.

Some GUI Distributions of Linux may be incompatible with the GUI of the installer. In that case run the installation with **-gui=0** attribute.

For example:

```
$ cd vray_install_dir
```

```
$ sudo ./vray_adv_35201_maya2017_linux_x64 -gui=0
```

*follow installer instructions*

```
$ exit
```