

V-Ray Swarm

Installation Guide

Installation Process

In order to use V-Ray Swarm, you need at least one additional machine with Swarm installed.

The machine which the job is submitted from cannot be used as a V-Ray Swarm render node machine.

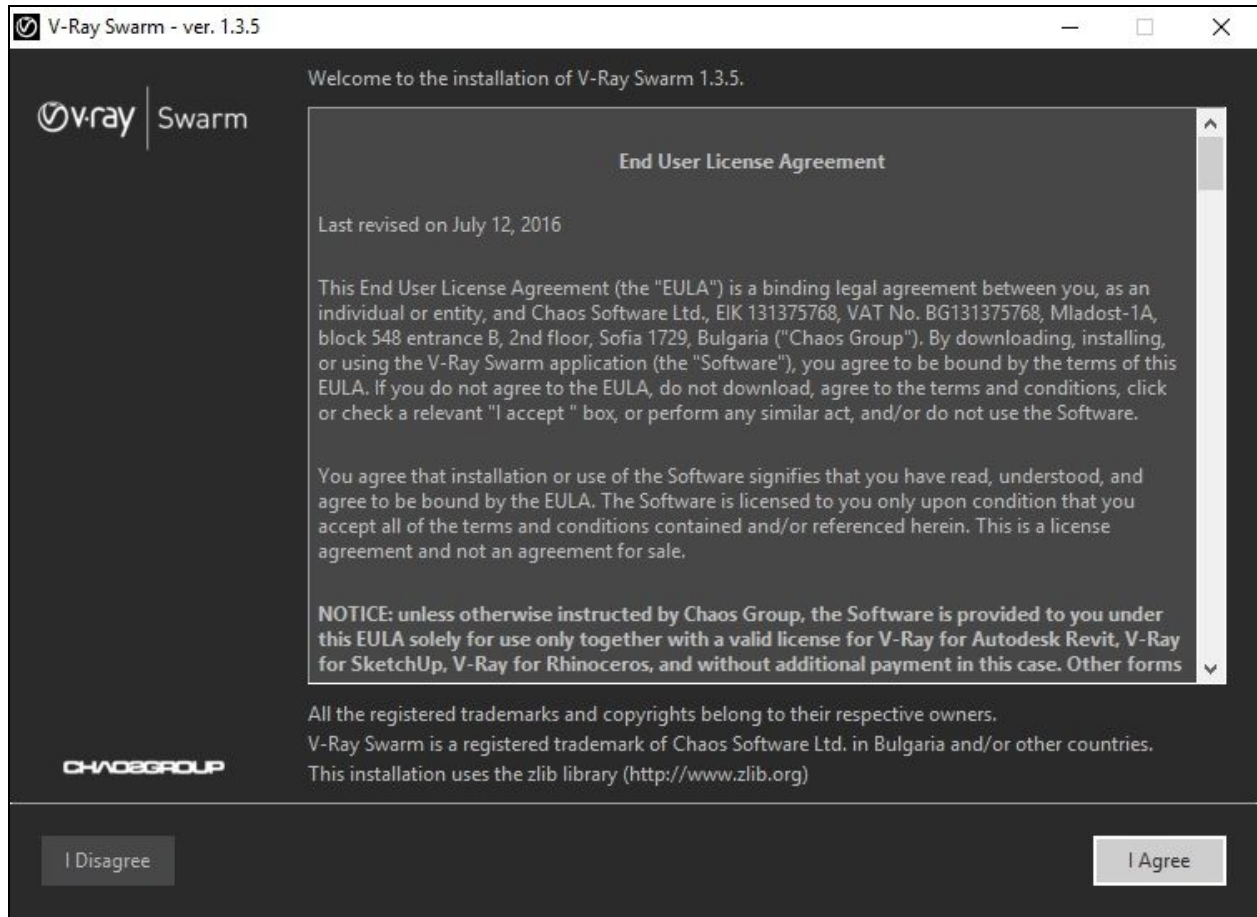
Type of machines	Minimum Number of Machines	V-Ray for host application* installation	V-Ray Swarm installation
Machines to start the rendering	1	Required	Not required
Distributed rendering machines	1	Not required	Required

* **host application** refers to Revit, Sketchup, or Rhino.

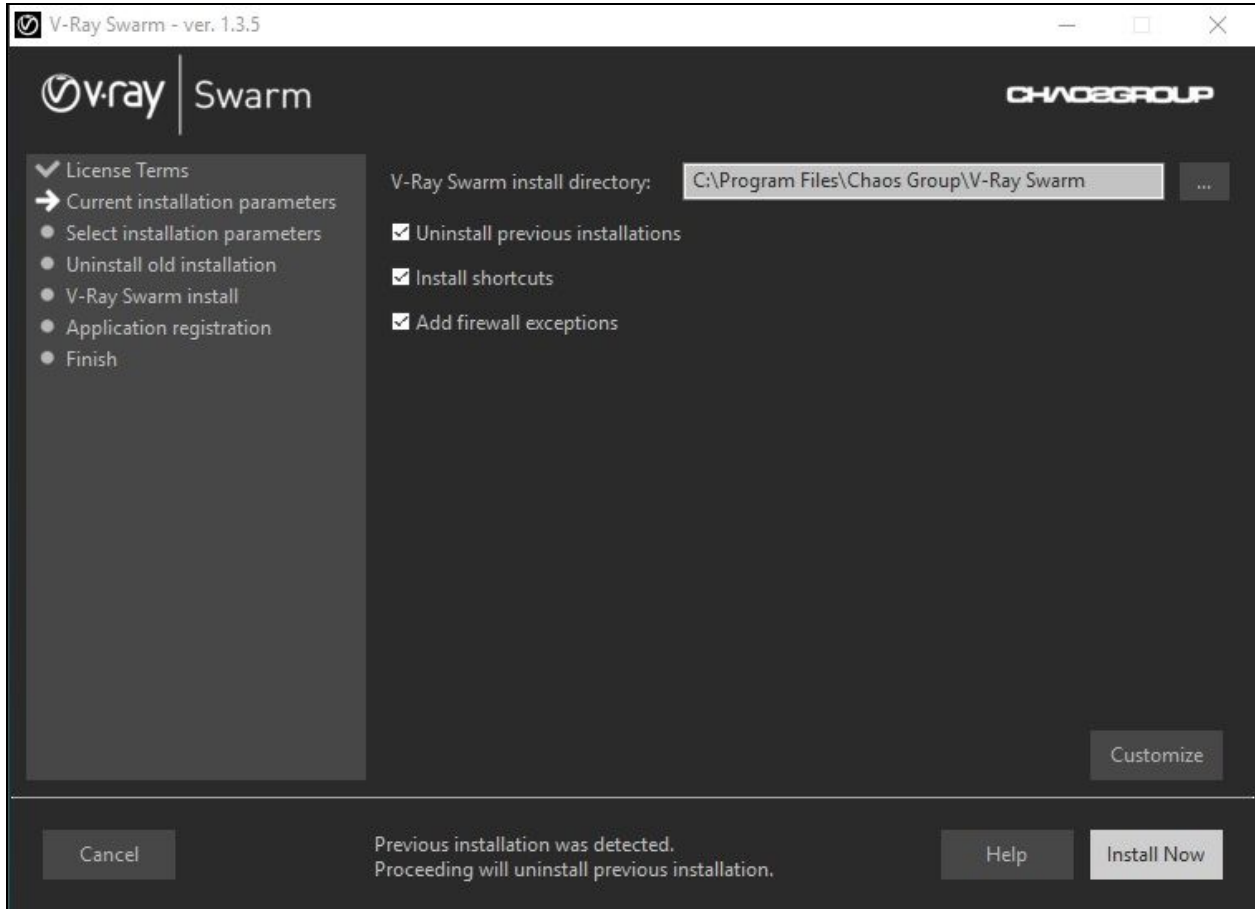
To install only V-Ray Swarm on a machine intended for use in V-Ray Distributed Rendering Mode, run the V-Ray installer for your host application. Under **Choose installation type**, you can choose **V-Ray Swarm** and deselect V-Ray for your host application.

V-Ray Swarm installer will automatically remove any previous installations.

1) Please read over the license agreement. To continue with the installation process, click the **I Agree** button.



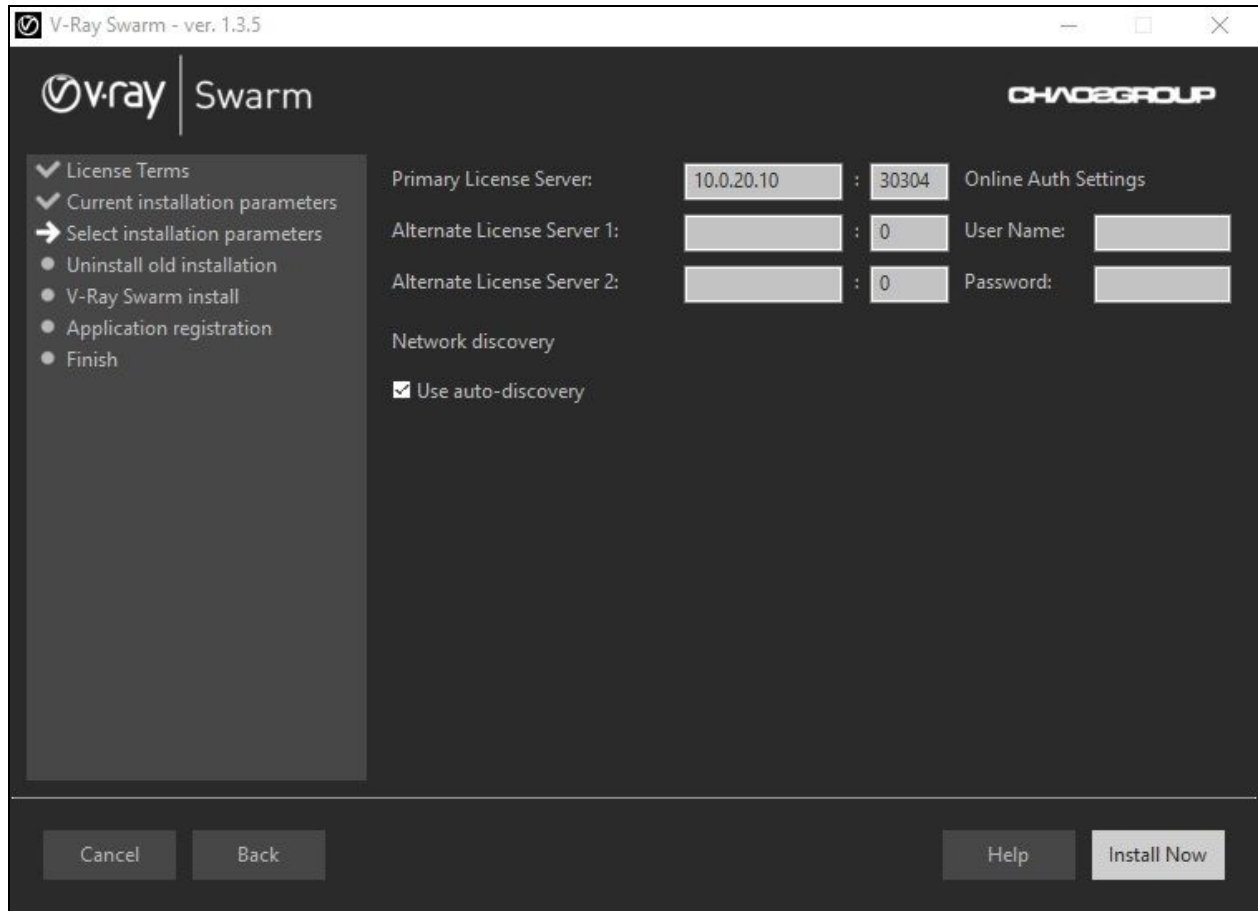
2) If you choose to accept the default installation parameters, then click the **Install Now** button.



Windows Default Install path - C:\Program Files\Chaos Group\V-Ray Swarm

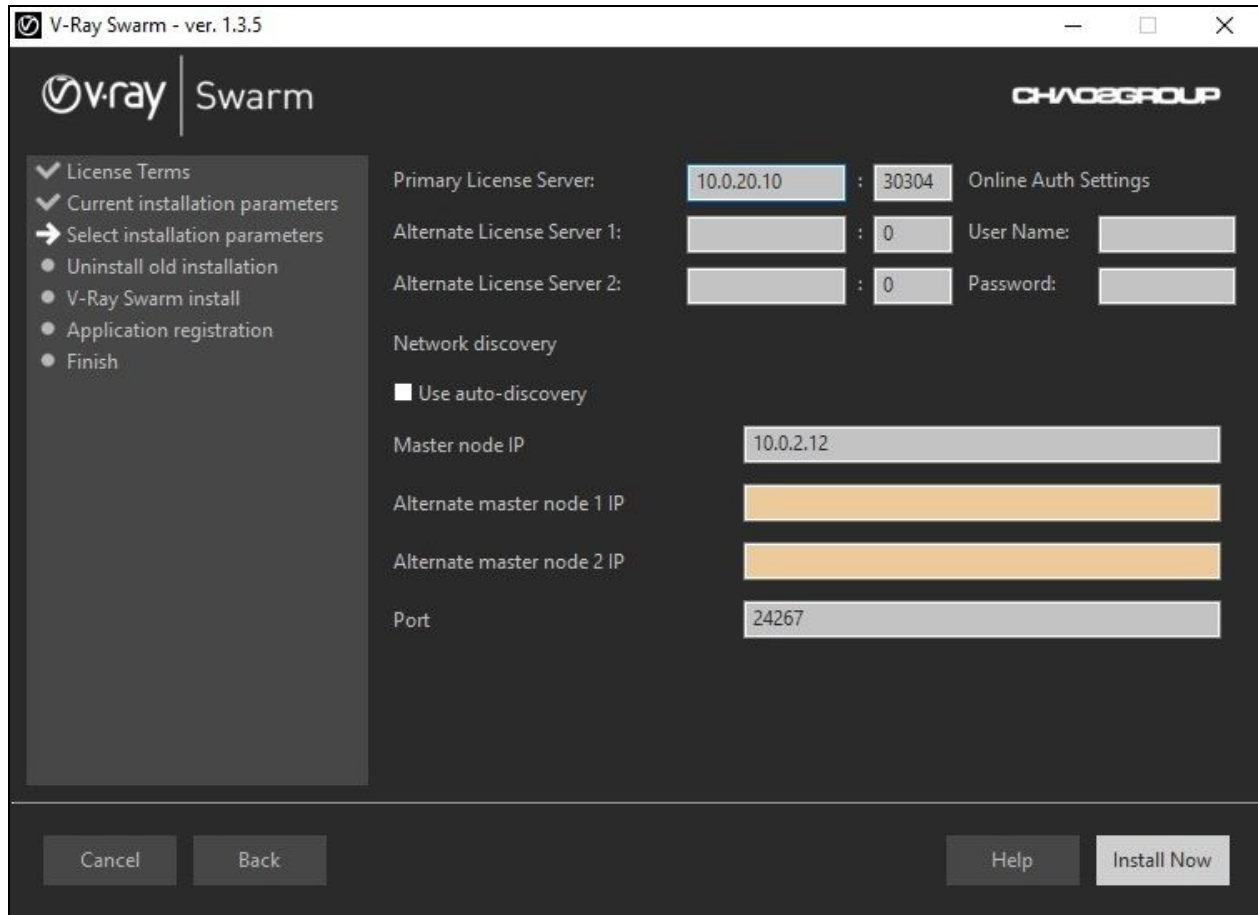
Mac OS X Default Install path - /Applications/ChaosGroup/V-Ray/Swarm

3) If you need to set up license and Network discovery settings, click the **Customize** button.



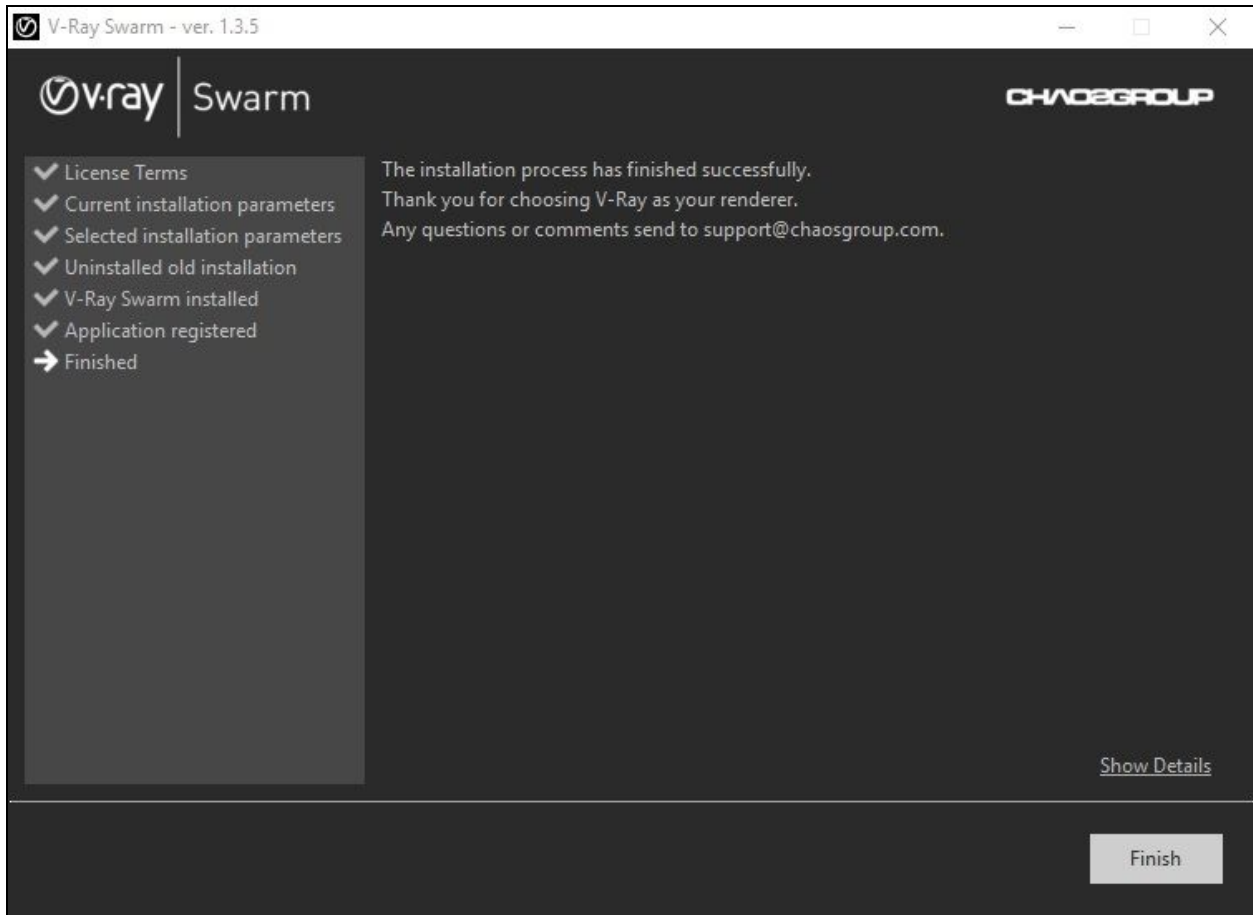
Rendering with V-Ray Swarm requires V-Ray 3.0 Render Node license. Fill in the IP address/port of the machine where V-Ray license server is running.

4) By default, V-Ray Swarm's Network Discovery is set up to auto-discover machines on the network. If the **Use auto-discovery** option is disabled, the custom configuration of the manually set Master Node becomes available. This option is suitable if there is more than one subnet in the LAN or if you want to dedicate one or more machines to be Master Nodes. You may choose three machines as master nodes: one primary Master Node (**Master node IP**) and two alternate Master Nodes.



After you are done, click the **Install Now** button.

5) The installation process is now complete. Click the **Finish** button.



Notes

- Swarm relies on a fast Local Area Network (LAN) to communicate between different machines. It needs this to keep open connections in order to move and distribute data.
- Each Swarm machine needs a V-Ray 3.0 Render Node license for rendering. This means that if you have 100 computers with Swarm on them, but only 5 render node licenses, only 5 will be used to render at a time.
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