



AutoRender

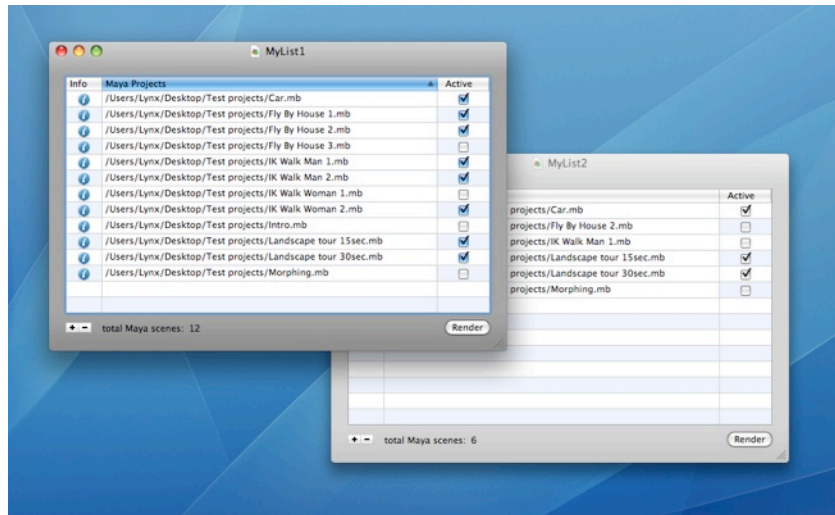
user guide

-
- what it is
 - how it works

what it is

Autorender is a simple but powerful batch render monitor developed for the users of Maya®.

You can set up your list with all the files you need to render and AutoRender will take care of them. So, you can enjoy to do something else (or even work at something else!), instead to watch the monitor every five minutes in order to launch by hand the next file.

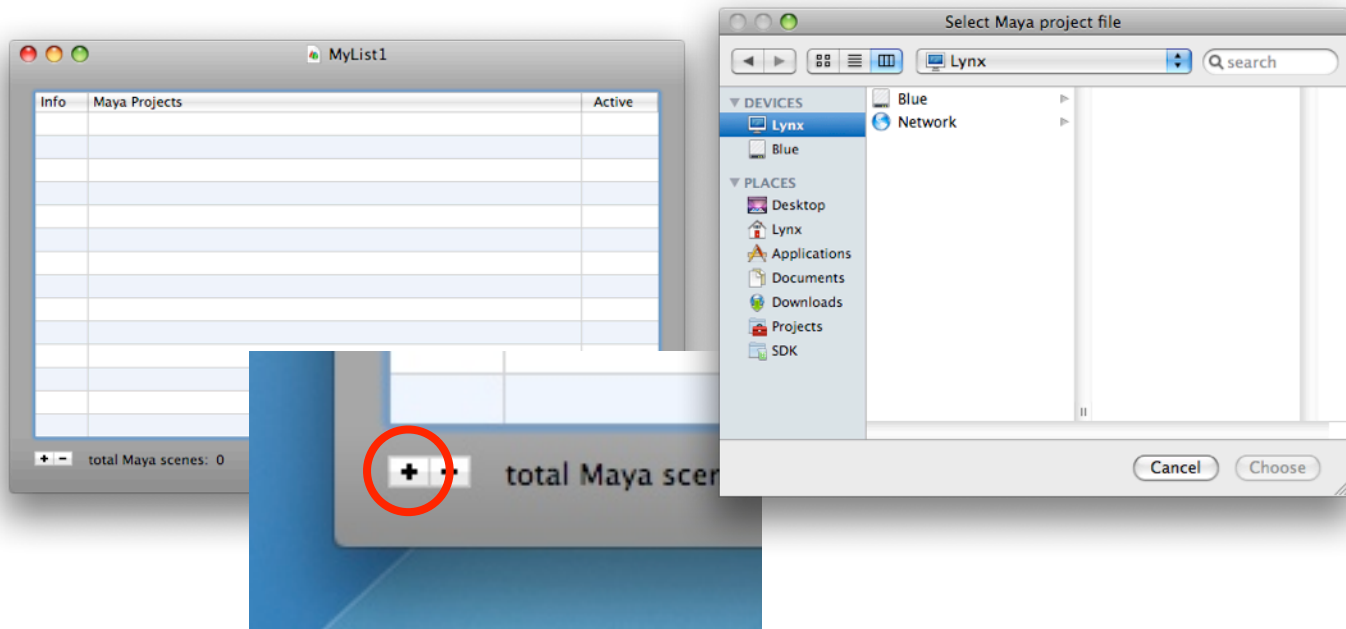


how it works

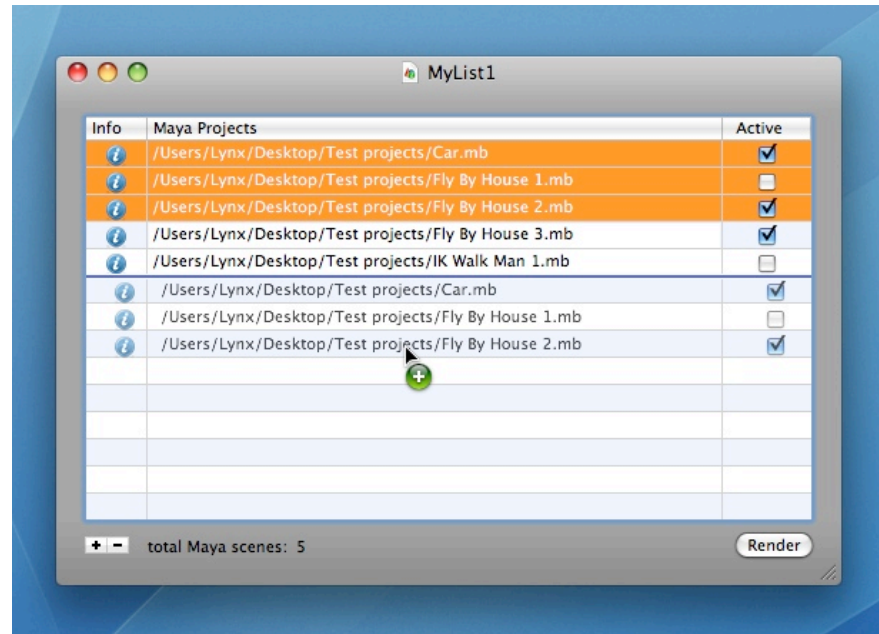
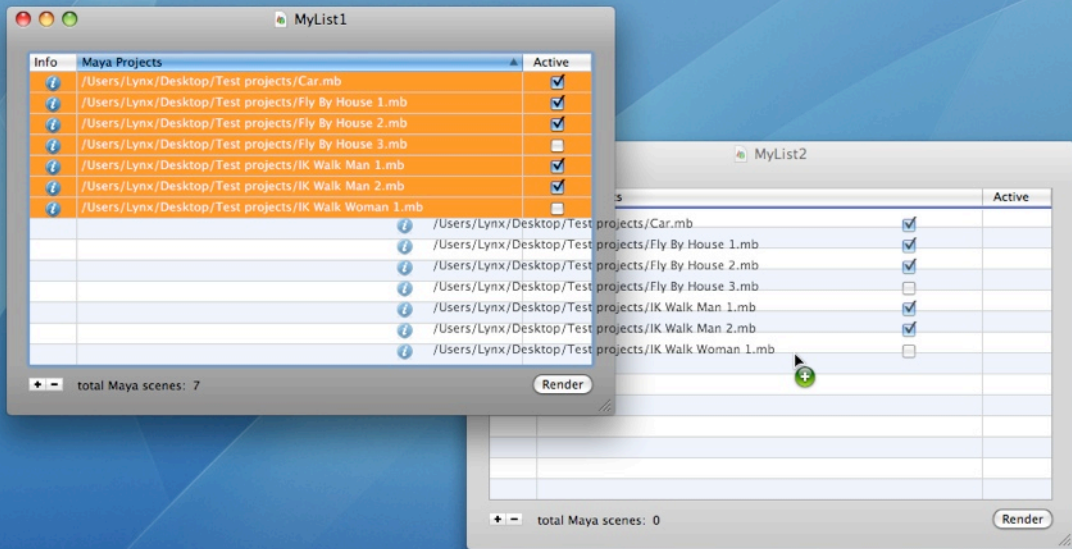
Easy as drink a glass of water! :)

The first time you open AutoRender a new document window will appear, empty. Just click the “+” (plus) button at the bottom-left of the window and a file browser window will appear.

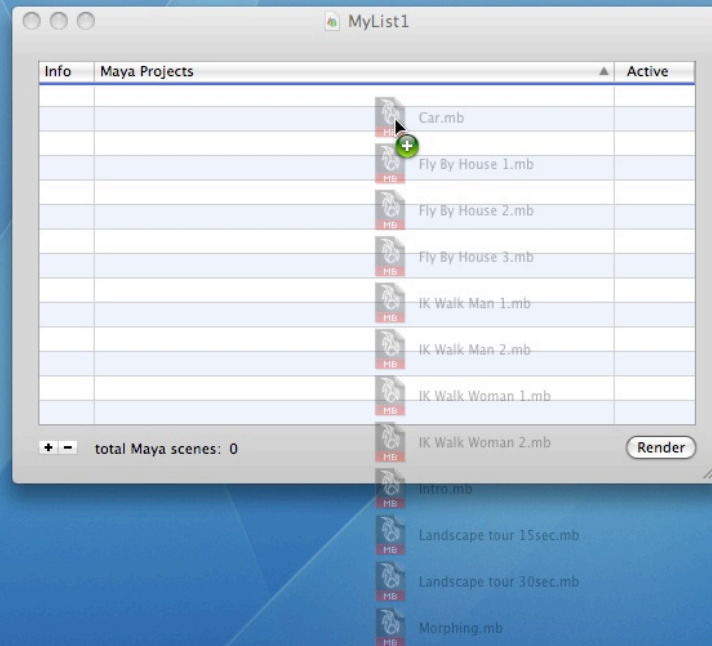
Just go through your documents until you find the .mb or .ma file you want add and click “Choose”.



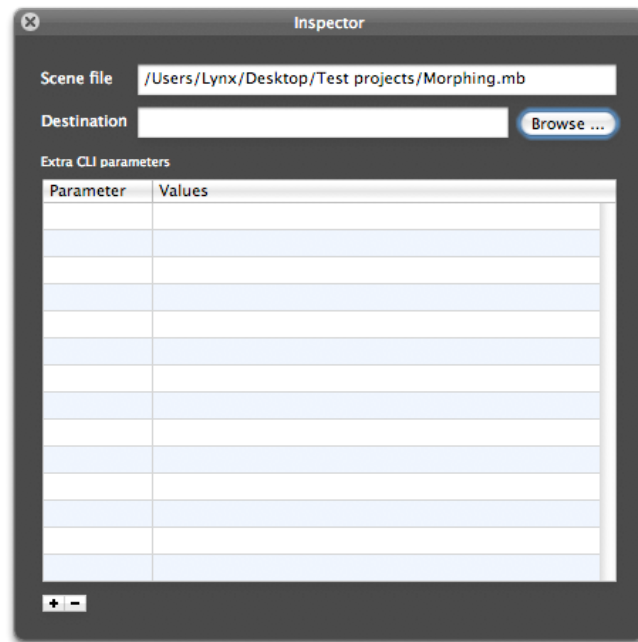
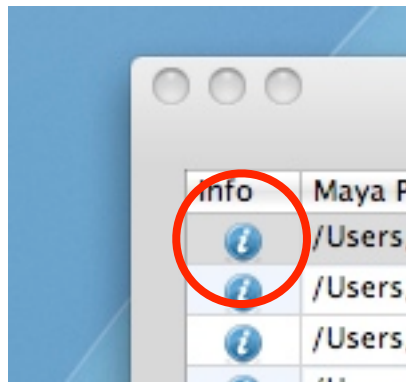
Drag'n drop in AutoRender means fast duplication between each document projects and in the same window (select the rows and hold the alt key).

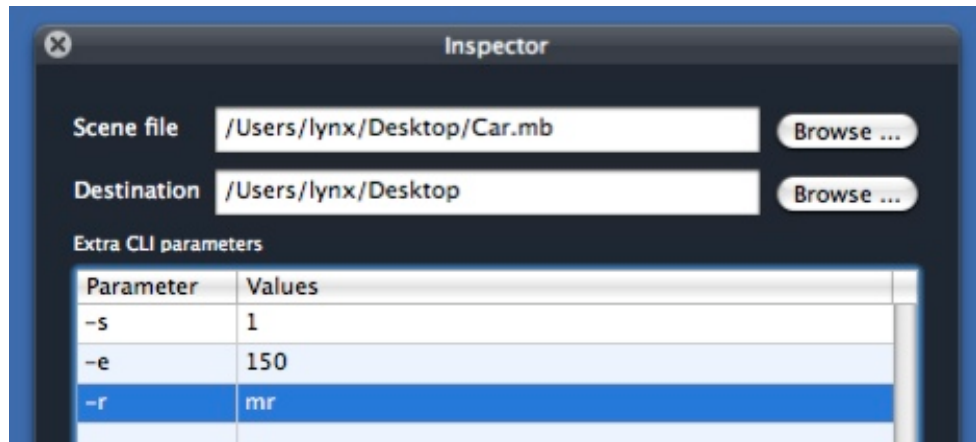


Or just drag
from your folder
all the files you need
in one time



Once you added your file, you can open the Inspector Panel by clicking the “i” button at the left of the name of the file, same row, in the “Info” column, in order to edit extra parameters for each file.



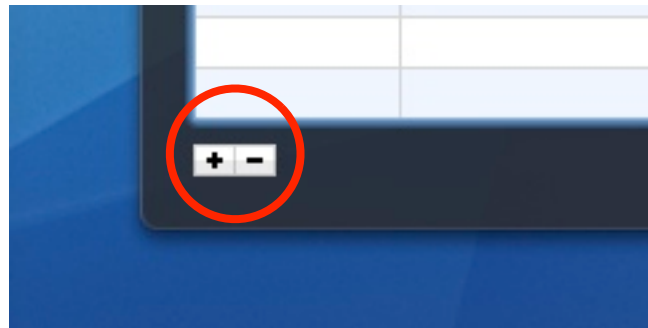


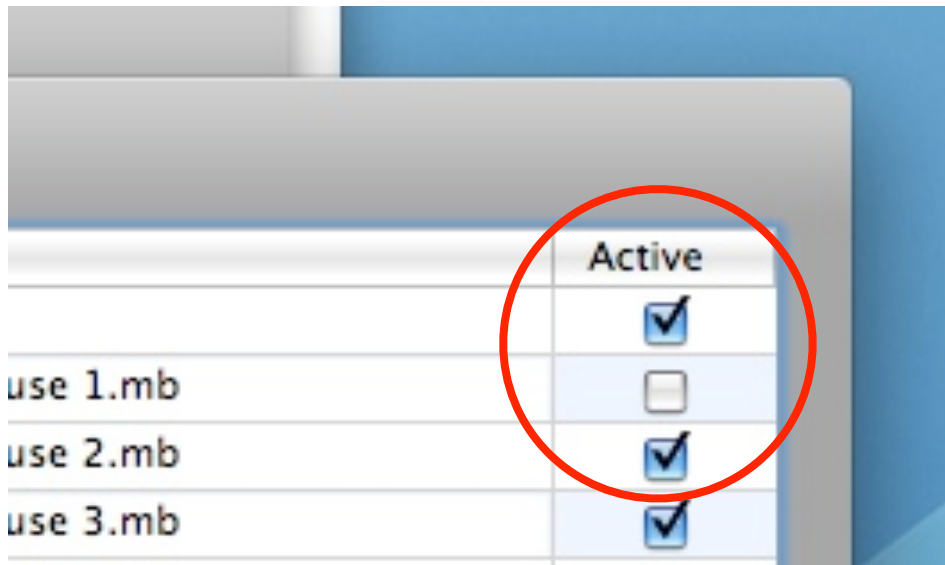
You can change the scene file and the destination directory where tell Maya® to save your rendered picture or the sequence of files (its the same command -rd).

The “Extra CLI Parameters” take care of holding all the parameters you want add for each Maya Project file.

To add or remove just use the plus/minus (“+” / “-”) at the bottom of the table list.

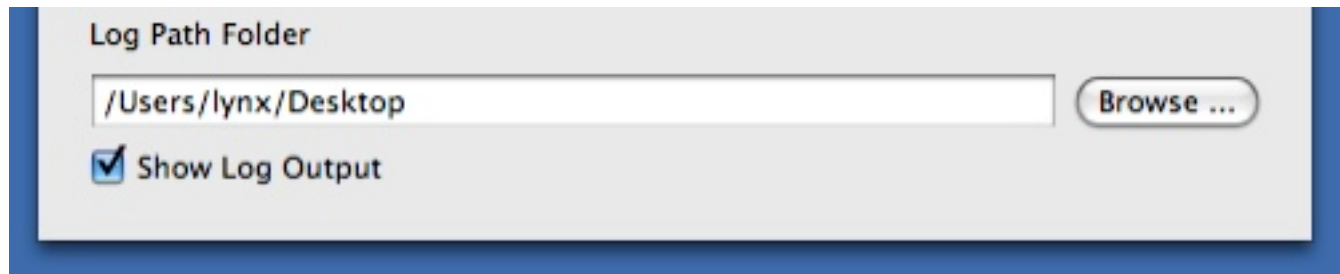
AutoRender will keep track of all the parameters for each file.





A new neat feature is the “Active” checkbox. You can choose which scene you want to render or not.

You can disable the output log window,
but remember: it will not save the log file.



The image shows a settings dialog box with a light gray background and a blue border. At the top, the text "Log Path Folder" is displayed. Below it is a text input field containing the path "/Users/lynx/Desktop". To the right of the input field is a button labeled "Browse ...". Below the input field is a checked checkbox followed by the text "Show Log Output".

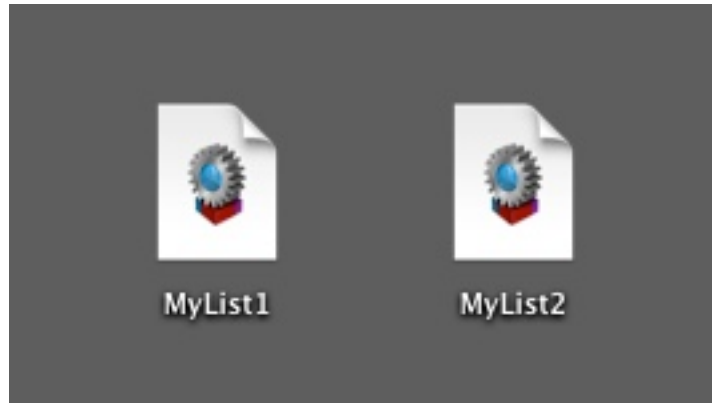
Log Path Folder

/Users/lynx/Desktop [Browse ...](#)

Show Log Output

AutoRender can save the window document with all the content of the list and the parameters you added in each project files.

So you can easely change anything of your list later on, without worry to add 100 files and loose 3 hours by a simple kernel panic! :)





AutoRender
by Digital Vanilla 2011