

RenderPal V2

The professional Render Management System

Point Release 1

Release notes

RenderPal V2 Version: 2.1

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What's new in RenderPal V2 Version 2.1

Parallel renderings on a single client

While most renderers nowadays support multi-threaded rendering, some still will only utilize a single CPU core. With today's multi-core CPUs, this can be a true waste of resources. To harness the full power of your client machines, RenderPal V2 now supports parallel rendering on a single client, which makes it possible to render multiple chunks of a job on a single machine, even if the renderer itself doesn't support multi-threaded rendering.

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New custom renderer management

The custom renderer management has been completely redone. Besides being more comfortable and easier to use, custom renderers will now also be automatically downloaded from the server (and can also, depending on the given user rights, be uploaded to the server). This way, all users will have the same set of custom renderers without the need to manually share them.

Extended automatic pool assignment

be assigned to a "fallback" pool.

Net job improvements

RenderPal V2 2.1 comes with several improvements to net jobs:

Multiple net job dependencies

Frame checking improvements

When frame checking results in new net jobs to be created, the original net job will be automatically set to depend on

Renderer selection

Both standard and custom renderers have been merged into a single renderer selection control in the net job editor, resulting in a more comfortable and streamlined way of choosing the right renderer for your net jobs.

Urgent net job changes

When setting a net job to urgent, any clients that are not already rendering an urgent job will immediately drop their current job in favour of the new urgent job.

Wake-on-LAN

RenderPal V2 has always been able to shut down clients that were not needed for rendering. Now it can also do using Wake-on-LAN (as long as the computer supports this feature). Waking up can either be done manually or be automated.

Pipeline integration

It is now possible to retrieve a list of all available client pools via `-listpools`; a compact mode has been added (`-compact`) when using either `-listrenderers` or `-listpools`, which can be used to reduce the output to only the bare lists, making parsing of the output far easier. Frame checking can now also be set using `-nj_framechecking`.

There are now easy-to-use graphical interfaces to submit new jobs to RenderPal V2 directly from within the renderer software itself. `RenderPal V2` also includes a new website, `renderpal.com`, which provides a central hub for all RenderPal V2 related information and a place to report issues.

New renderers

This point release comes with a bunch of newly supported renderers:

- ✓ V-Ray for Maya
- ✓ 3Delight
- ✓ Unreal Engine 4
- ✓ Combustion
- ✓ Digital Fusion
- ✓ Houdini

Other changes and improvements

Many core parts of RenderPal V2 have been rewritten or improved in this release. While many of these changes are smaller aspects have also been changed, making RenderPal V2 even more comfortable and streamlined.

Contact

...Heute ist nicht alle Tage, ich komm' wieder, keine Frage...

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