**NCCA Lab / IT Newsletter #3**

Welcome to the first NCCA Lab / IT Newsletter. The idea behind this is to keep you updated with everything that has been happening with the Labs and any issues we have encountered, please have a read as it may contain information that is important to using your software.

**Current Lab Problems and Fixes**

1. 3D Coat (Windows) fails to launch

It has been reported by IT that this has now been fixed, please test if required and inform me if there are any more problems.

1. Issues with Unreal Engine and C++ due to updating version

This is an ongoing issue, IT are still investigating it however if I could please ask everyone to **not update to a new version of unreal engine!** If the machine you are working on has been updated and you can’t use unreal and C++ please inform me and I will get it re-imaged to a working version.

**New Renderfarm scripts**

Cos, (with help from Yannis and Mike) have been working on the renderfarm scripts. They have just released the 5.1 version of the NCCA Renderfarm Tool.

The new version includes:

- bug fixes

- simplified methods to generate and render IFDs (Houdini)

- extended HBatch and HRender to generate IFDs (Houdini)

- resolved issues with local vs online naming collisions, including the ones generated by ifds.

- support both Renderman and Arnold renderers (Maya)

- simplified the rendering method when using VRay - no vrscene needs to be generated by the user (Maya)

Future work:  
- UI

- Windows support (maybe)

The links to the tool are as follows:

**Tool's root:** /public/bin/ncca\_renderfarm

**Install:** /public/bin/ncca\_renderfarm/install.py

**Uninstall:** /public/bin/ncca\_renderfarm​/uninstall.py

**Update:** /public/bin/ncca\_renderfarm​/update.py

**Tutorials:** /public/bin/ncca\_renderfarm/Tutorials/

**Setup:** /public/bin/ncca\_renderfarm/Tutorials​/setup.mp4          (same process to install, but the video uses the old directory name to the tool)

**Maya:** /public/bin/ncca\_renderfarm/Tutorials​/Maya/                 (mental ray is now legacy - vray's submission process has changed - no arnold - no renderman videos yet)

**Houdini:** /public/bin/ncca\_renderfarm/Tutorials​/Houdini/         (the submission process has changed for all HBatch, HRender and IFDs - no videos yet)

**Documentation:**/public/bin/ncca\_renderfarm/Documentation/

**Maya:** /public/bin/ncca\_renderfarm/Documentation/Maya/

**Houdini:** /public/bin/ncca\_renderfarm/Documentation/Houdini/17-18/