



## WHITE PAPER

HOW TO BUILD A RENDERFARM  
(WITHOUT PULLING YOUR HAIR OUT)  
A Brief Guide to Network Rendering  
with Autodesk® 3DS MAX®,  
Backburner®, and mental ray®

A BOXXLabs White Paper from BOXX Technologies, Inc.

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# WHAT YOU'LL LEARN IN THIS WHITE PAPER

This guide has been written for small to medium-sized design studios and post-production facilities involved in rendering digital images and animation for industries such as film, television, games, consumer products and architecture. After reading this guide, you should have a general understanding of digital media rendering and of the basic steps involved in successfully setting up and using a small renderfarm. This guide assumes a pipeline based on Autodesk® 3ds Max®, and Autodesk® Backburner® running on Windows® XP®.

We should also be clear about what this guide is *not*. It's *not* intended to replace the documentation that comes with 3ds Max or other applications. There are, for example, many advanced and very useful features of Backburner which are not discussed here, for the sake of brevity. This guide is only intended to be a "quick-start" for understanding fundamental concepts and procedures and to get your facility up-and-running quickly with basic Backburner functionality. For a comprehensive user's manual, see the documentation that ships with 3ds Max.

If you're ready to build your renderfarm today, you'll also be interested in the brief discussion at the end of this guide about BOXX Technology and our renderBOXX product, designed specifically for rendering and renderfarms for digital media.