# ) Getting Started with Network Rendering

# Get KeyShot Network Rendering

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You can download the latest version of KeyShot Network Rendering here.

Download KeyShot Network Rendering (https://www.keyshot.com/resources/downloads/)

#### License

The Manager requires a valid Network Rendering license, but computers functioning as workers and/or clients do not. The License limits how many workers you can use for Network Rendering, by stating how may cores that simultaneously can be active. One GPU counts as 16 cores.

Clients that send jobs to Network Rendering will need a valid KeyShot license. Learn more about setting up the License on the Manager (https://manual.keyshot.com/keyshot11/manual/getting-started/setup/manager-setup/license/).

## Install

Network Rendering must be installed on all the computers you want to use either as Manager, Workers, or Clients.

When you install Network Rendering on your computer you effectively install the following applications:

- 1. **KeyShot Network Configurator:** Here you set up the roles of the current computer.
- 2. **Manager service**<sup>1</sup>: Handles all jobs and assigns tasks to the available worker.
- 3. Worker service<sup>1</sup>: Renders the tasks (regions or frames) assigned by the manager.
- 4. **KeyShot Network Monitor:** Displays the job and worker status, and facilitates sending jobs from KeyShot to KeyShot Network Rendering.
- 5. **KeyShot Network Worker Tray:** Enables users to visually control how many cores a local worker is allowed to use.

### KeyShot Network Configurator

When the Network rendering is successfully installed install the Network Configurator will be launched. This will guide you through the configuration of your machine as a *Manager* and/or as a *Worker* – or simply as a Client by selecting *Monitor only*.

General Settings Manager Settings	General Settings						
Worker Settings Logging	Interface Settings						
Export/Import	Language: English						
	Theme: Light *						
	Resource Location						
	Select where you want log, temporary, and system files to be stored.						
	/Library/Application Support/KeyShot10NetworkResources/						
	It is recommended to keep the default location!						
	Role						
	Select the role you want this computer to take.						
	Worker     Manager						
	O Both Manager and Worker						
	O Monitor only						
Status							
Worker Start							
	Restart services on Dor						
	Cancel Dor						

You can always edit the setup at a later stage, just open the Network Configurator and make your edits.

The following pages in this section will describe the configuration of Manager, Workers and Clients.

#### Note

Please note that it is recommended to only have one computer in your network configured as the Manager, especially if using Manager Auto-detection.

\delta KeyShot Network Monitor

After configuring your services, KeyShot Network Monitor enables you to connect your client computers to the Manager. It gives you an overview of all jobs in a queue, and gives you access to all the Monitor features (https://manual.keyshot.com/keyshot11/manual/user-interface/network-monitor/).

• • •			KeySho	ot 10.0 Network Mo	nitor				
Delete Wo	orker Status						Lo	gged in as: Lis	beth 🔻
All (3) In Progress (3) Completed (0) My Jobs (2) In Progress (2) Completed (0)	ID 	Name RealCLoth2.0_DemoScene Tealight_Bright_4K Animation-Robot	Status Processing Processing Ready	<ul> <li>Progress</li> <li>86%</li> <li>2%</li> <li>-</li> </ul>	User name Lisbeth Dries Lisbeth	Host name Lisbeths-Mac DRIESPC Lisbeths-Mac	Type Image Image Image	Tasks 16 / 20 0 / 9 0 / 20	Rende 2m 1m
	Project Res Rende S	ct name: RealCLoth2.0_Demo Type: Image solution: 1920 x 1080 er Type: Max Samples Samples: 256 Owner: lisbeth (1)	oScene	Properties Pre-	view Log				
						Worker count: 4 cores: 110/2048 (78) Connecter			

#### KeyShot Network Worker Tray

If your computer is configured as a worker you will see the KeyShot Network Worker tray (https://manual.keyshot.com/keyshot11/manual/user-interface/worker-tray/)widget on your Task bar om Windows or Menu bar on Mac (this can be disabled in the Configurator). Its function is to set the number of cores that the worker service utilizes for rendering jobs.



<sup>1</sup>Although the Worker and Manager services are installed on your computer, you still need to "turn them on" inside the KeyShot Network Configurator application. When enabled, the Worker and Manager services run in the background.