

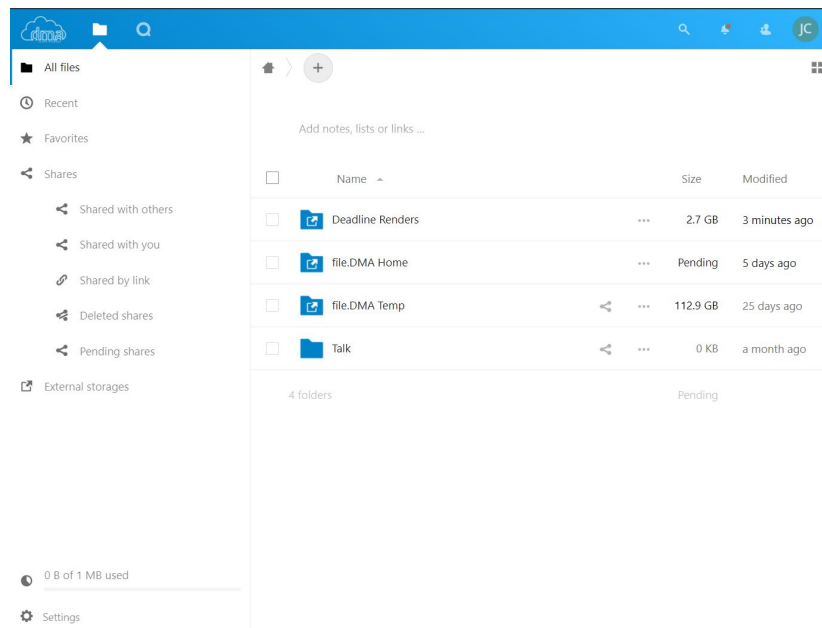
Preparing to Use Deadline at DMA

DMA provides a remotely accessible service for rendering files created in a variety of software: Autodesk Maya, Blender, Cinema 4D, Adobe AfterEffects and Adobe Premiere. The service allows you to transfer your files to DMA storage, and render the files remotely on DMA computers. After rendering, saved render frames can be downloaded.

For assistance with install, please contact Israel Gutierrez: issag@arts.ucla.edu

1. Make sure you can access remote render storage

Go to the cloud.dma.ucla.edu website and login with your DMA username and password. You should see something that looks like this:

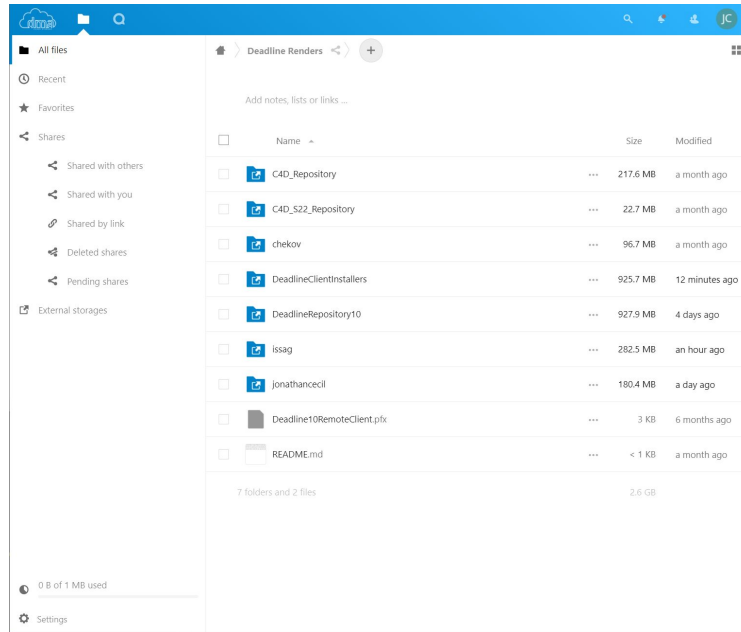


The 'Deadline Renders' folder is where you want to go for your render data.

2. download the certificate and Deadline Client

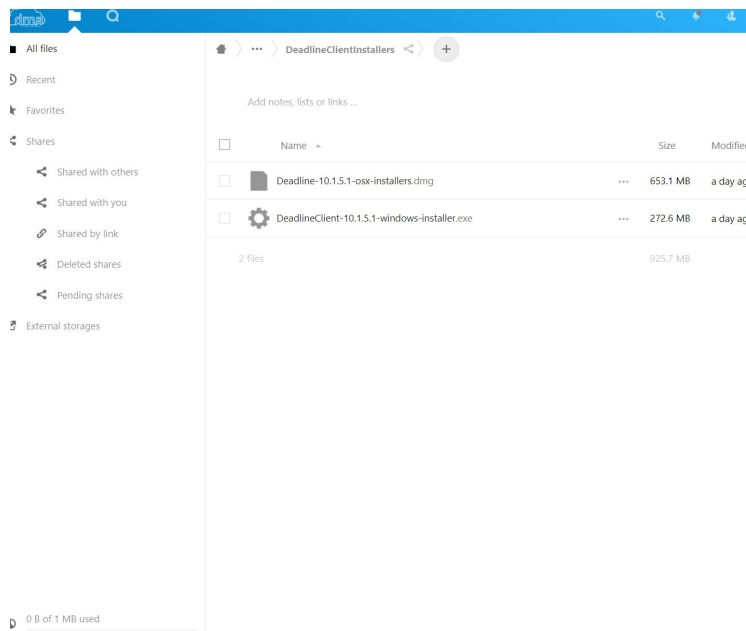
Download the certificate

From cloud.dma.ucla.edu, go to 'Deadline Renders' and download the 'Deadline10RemoteClient.pfx' file. Save this to a place on your computer where it won't move or get deleted. This certificate is always required to connect to Deadline.



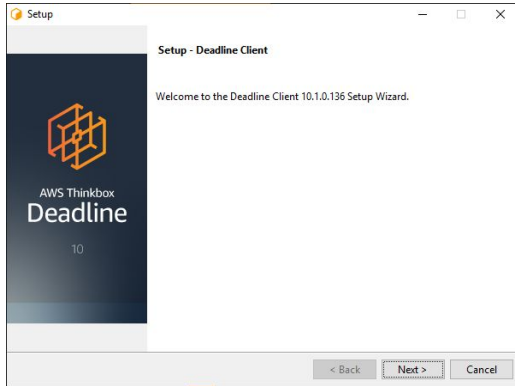
Download the client

From cloud.dma.ucla.edu, go to 'Deadline Renders/DeadlineClientInstallers' and download the .exe installer for windows.

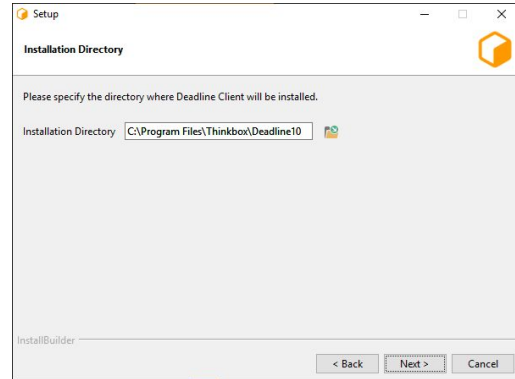


3. install the Deadline Client

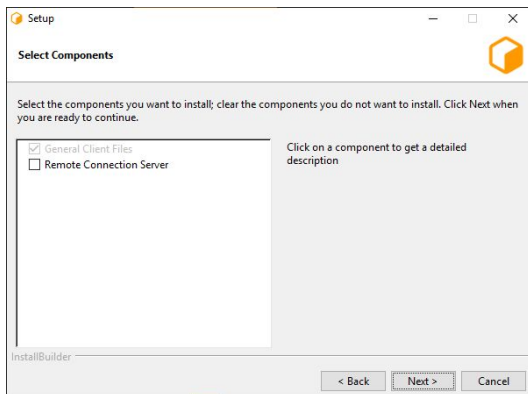
a. Double click on the Deadline installer to begin.



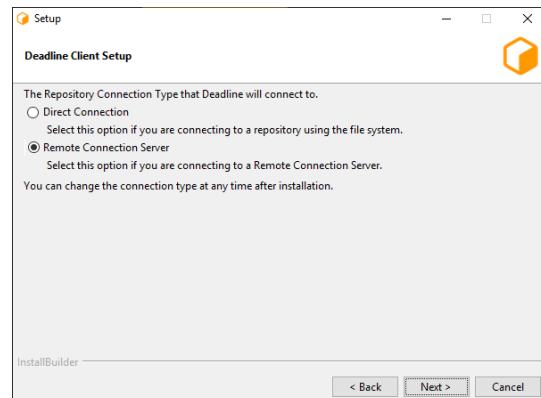
b. Use the default install location.



c. Do not install the remote connection server.



d. For connection type, use Remote Connection Server.



- e. For the server address, use render.dma.ucla.edu:4433

Setup
Deadline Client Setup

The hostname or IP address and the port used to communicate with a remote server.

Server Address


InstallBuilder

< Back Next > Cancel

- f. Click the button next to the 'Client Certificate' box and select the certificate from your computer. Leave the password box blank.

Setup
Deadline Client Setup

The path to a PKCS#12 (*.pfx) file containing a client certificate and key to use in TLS (SSL) communication. Can be left blank if the remote server does not require client authentication.

Client Certificate 

The password for the client certificate specified above, if required. Leave blank if the PFX file is not encrypted, and does not require a password.

Certificate Password

InstallBuilder

< Back Next > Cancel

- g. Select 'No license' for your license type.

Setup
Deadline Client Setup

Select the type of license you will use. Your Workers are not required to have a license when running on an AWS EC2 instance. You can adjust the license mode after installation.

Floating Licensing
Requires you to have licenses from Thinkbox Sales, and to run the floating license server on your network.

Usage-Based Licensing (UBL)
The render nodes will consume render time pre-paid at Thinkbox Marketplace on a per-minute basis only while rendering jobs.

No License
Selecting this option will let the Deadline Worker function without requiring a license when being run on AWS. With this option you can also try Deadline using up to two Workers without a license required.

[More information](#)

InstallBuilder

< Back Next > Cancel

- h. Uncheck the 'Launch Worker when Launcher Starts' button.

Setup
Deadline Launcher Setup

The Launcher allows for remote communication between Deadline Clients.

Launch Worker When Launcher Starts

Install Launcher As Service (requires account with network access)

User Name

Password

InstallBuilder

< Back Next > Cancel

...click next to finish the installation.

4. setup your local render folder

Make a folder called “Deadline Renders” on your Desktop. Inside the new “Deadline Renders” folder make another folder named with your DMA username. All source files for your renders, project files, and associated media must be placed there.

5. setup your remote render folder

Navigate to the ‘Deadline Renders’ folder on cloud.dma.ucla.edu. Use the “+” button at the center top of the page to make a new folder inside “Deadline Renders” that has a name that matches the one you made for your local “Desktop/Deadline Renders” folder. The names must match exactly.

