Preparing to Use Deadline at DMA - Windows

DMA provides a remotely accessible service for rendering files created in a variety of software: Autodesk Maya, Blender, Adobe AfterEffects, Adobe Premiere and ffmpeg. 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

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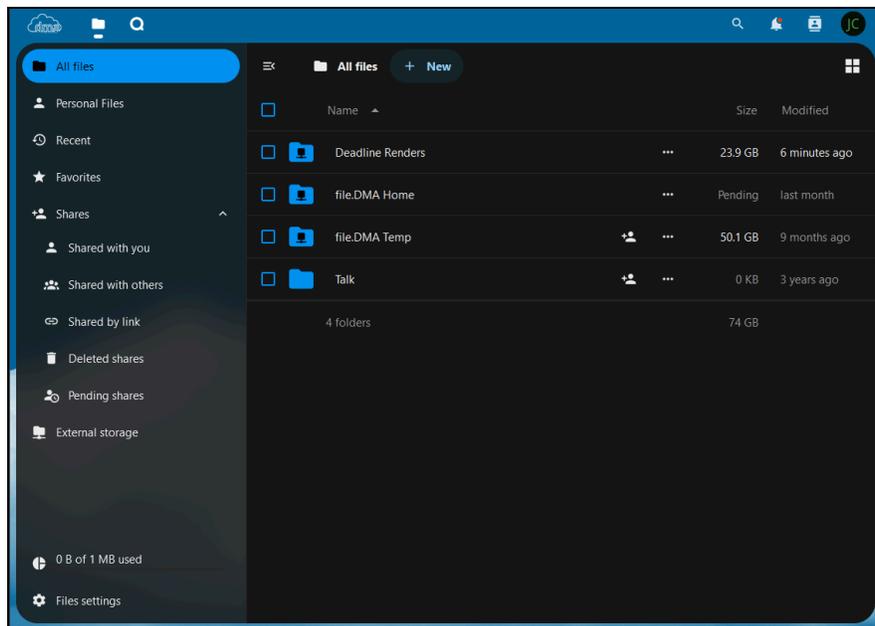
The 'Deadline Renders' folder is where you want to go for your render data.

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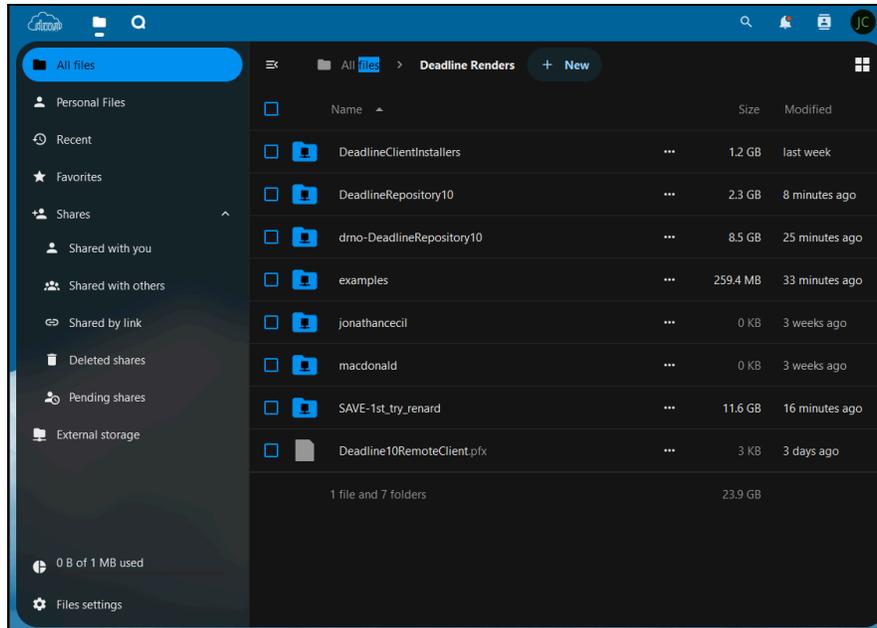
Download the client
From cloud.dma.ucla.edu, go to 'Deadline Renders/DeadlineClientInstallers' and download the
.exe installer for windows.
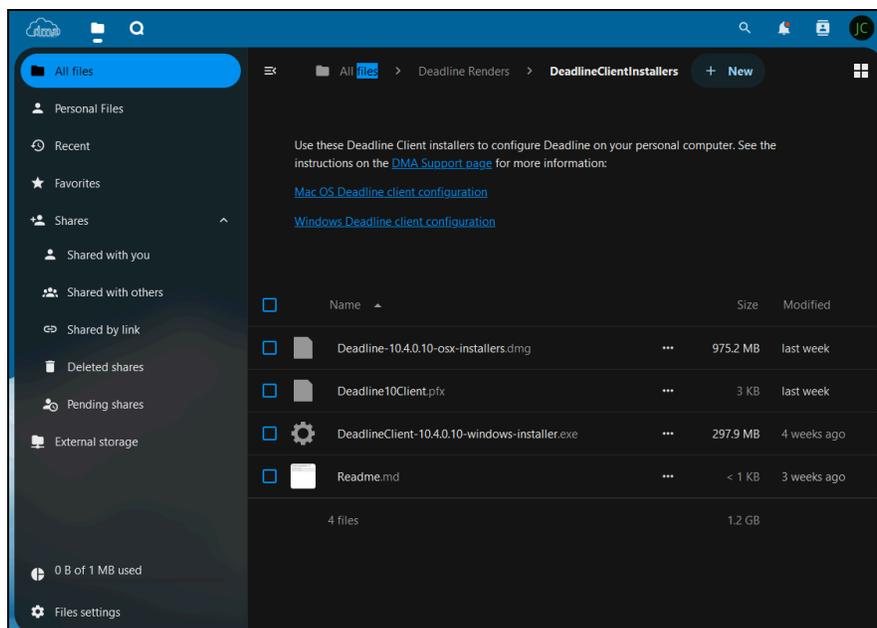
3. install the Deadline Client

a. Double click on the Deadline installer to begin.
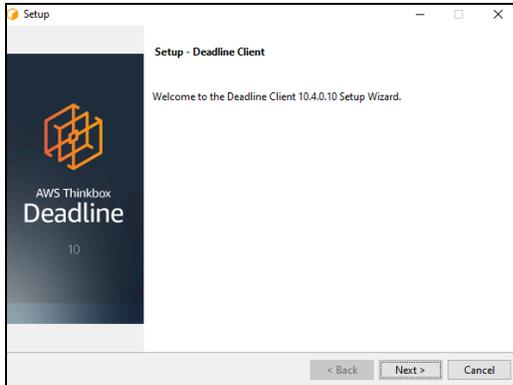
b. Accept the EULA.
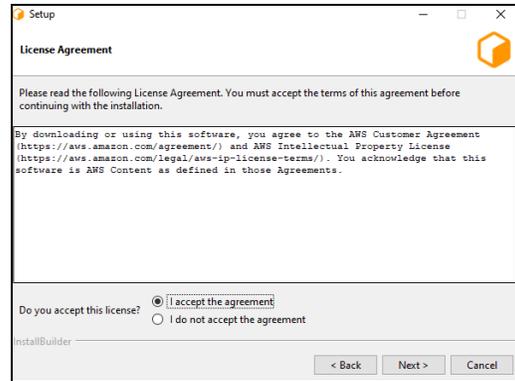
c. Use the default install location.
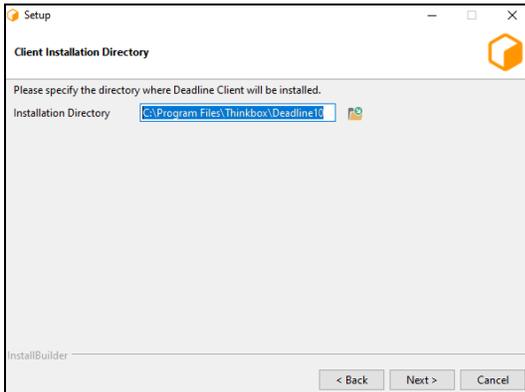
d. Select 'Client' for installation type.
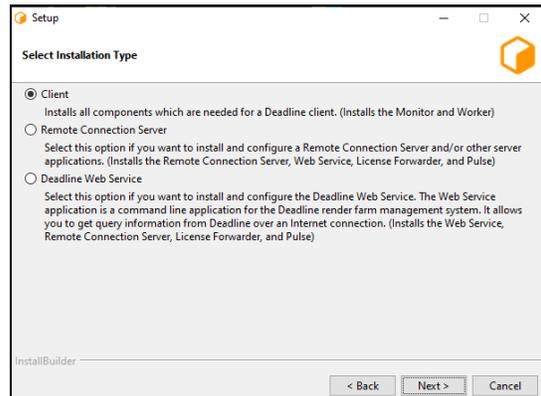
e. Use 'Remote Connection Server' for the connection type.
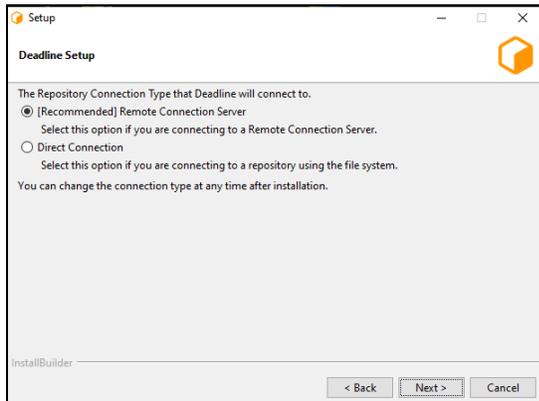
f. Use render.dma.ucla.edu::4433 for the server address.
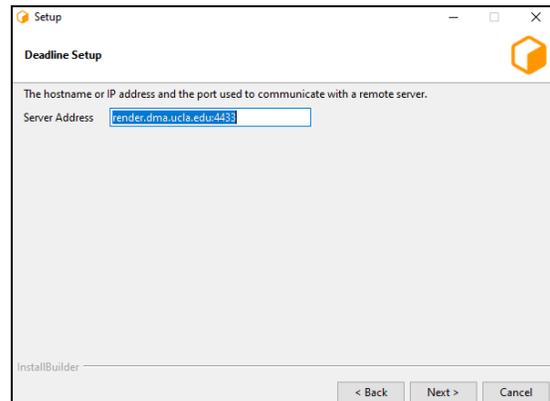
g. Click the button next to the 'Client Certificate' box and select the certificate from your computer. Leave the password box blank.
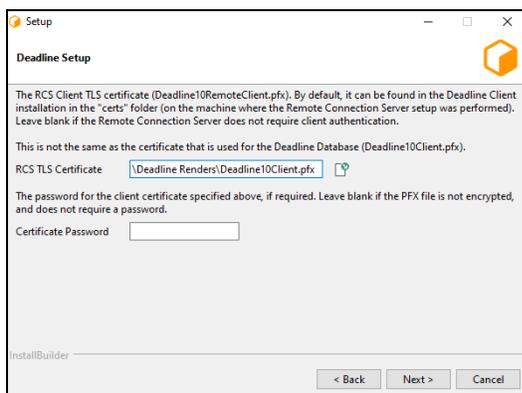
h. Select 'Block Remote Control'.
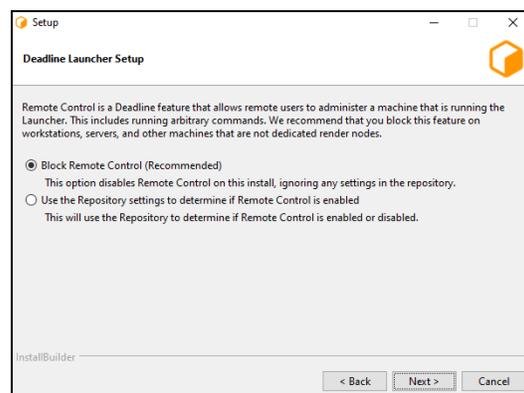
i. Uncheck boxes for 'Launch Worker…' and 'Install Launcher…'
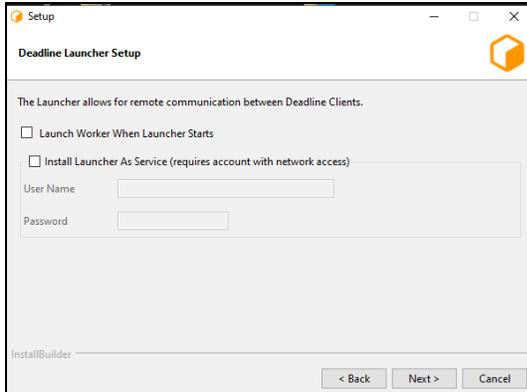
j. Select 'Block auto upgrade via…'.
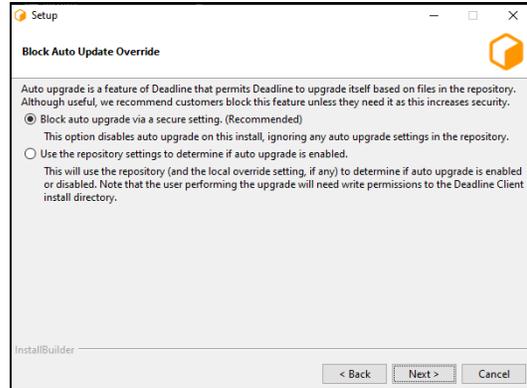
k. setup complete, click on Next to proceed.
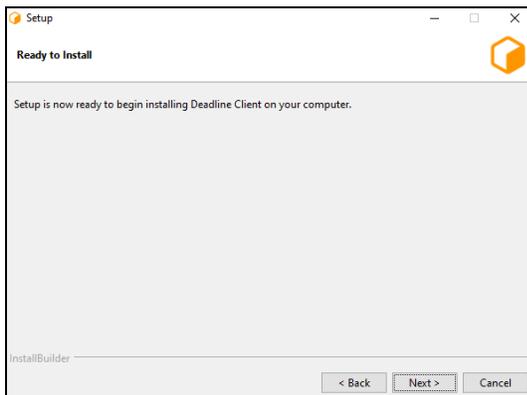
...click next to finish the installation.

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.