
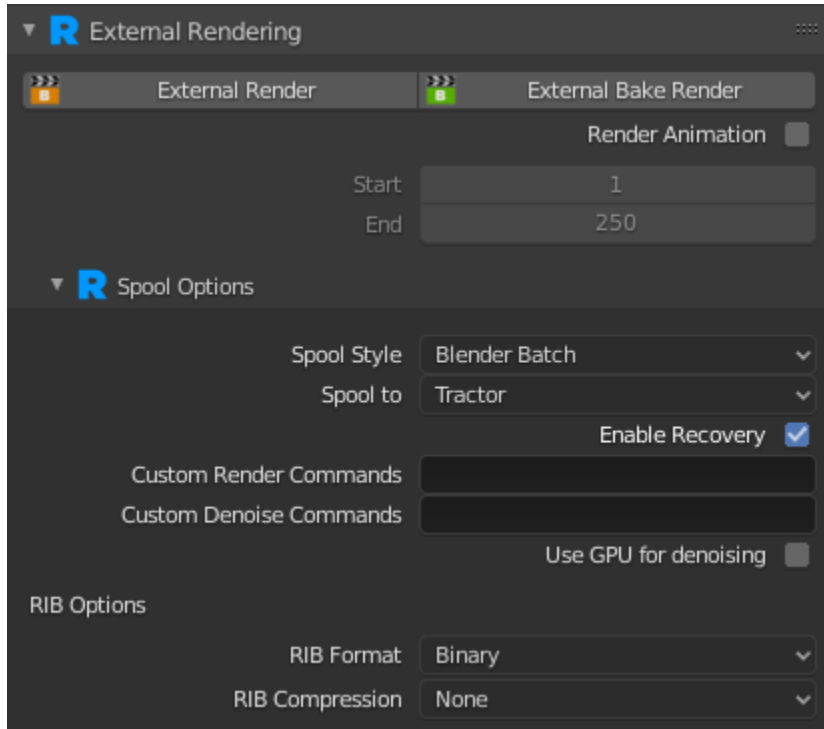


# Batch Rendering in Blender

Batch rendering with RenderMan for Blender can be done from the External Rendering panel, in the render properties . Let's take a look at some of the options available.



## External Render

Starts and spools a batch render job

## External Bake Render

Starts and spools a bake render job

## Render Animation

Whether you want to render a full animation (i.e.: multiple frames). The frame range should be set with the **Start** and **End** settings.

## Spool Style

Select between Blender Batch or RIB. Blender Batch will spawn a separate blender process to render. For RIB, RenderMan for Blender will write out to external RIB files to disk first before rendering (Blender is not involved with rendering). Each mode has advantages and disadvantages.

## Spool To

Choose between Local Queue or [Tractor](#). Local Queue is our local render queue manager; all renders are done on the local machine. Tractor is our render farm job queue and work distribution system. This choice requires that you have Tractor installed on your local machine, as well as a Tractor Engine and Tractor blades installed on your local network.

## Enable Recovery

Whether you want to attempt a recovery render. For more information see [Checkpointing and Recovery](#). The checkpoint setting can be found under the Sampling panel.

## Custom Render Commands

Allows you to add any other arguments you want to add to the render command

## Custom Denoise Commands

Allows you to add any other arguments you want to add to the denoise command

## **Use GPU for denoising**

Whether or not the denoiser should use the GPU for denoising.

## **RIB Format**

If Spool Style is set to RIB, this controls whether RIB is written as ASCII or Binary formats. Binary can save on disk space, but cannot be inspected with a text editor.

## **RIB Compression**

If Spool Style is set to RIB, this controls whether or not you want to also GZip the RIB files, to save additional disk space.