



# Installation Manual

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# Introduction & Download

## Introduction

Thank you for downloading U-RENDER. If you need further assistance or have suggestions or features requests please visit our user forums at <https://talk.u-render.com> or contact us at [help@u-render.com](mailto:help@u-render.com).

## Download

We provide download links through our website where you can download the latest version.

U-RENDER needs a license to work. You can request a free 30-day trial license on our homepage at <https://u-render.com/try/> to evaluate U-RENDER. Use your activation key to install your license.

# System Requirements

U-RENDER is available in English only.

In addition to the U-RENDER standalone you also need the U-RENDER host plug-in for Cinema 4D.

- 64-bit Intel or AMD x64-based processor, 2 GHz or faster
- 8 GB or more of RAM
- 64-bit Windows 10 (version 1607 or later)
- 1 GB of available hard-disk space for 64-bit installation. Additional free space required during installation and for optional, additional materials
- at least 1920x1080 display resolution with 32-bit color

## Graphics Processor Requirements

- AMD or NVIDIA GPU
- OpenGL 4.5 capable
- 3 GB or more of graphics VRAM (8 GB or more recommended)
- Multi-GPU setups (NVIDIA SLI, AMD Crossfire) are not supported

## Tested Graphics Cards

- AMD Radeon RX 480 with 8 GB VRAM
- AMD Vega 64 with 8 GB VRAM
- NVIDIA GeForce GTX 1060 mobile with 6 GB VRAM
- NVIDIA GeForce GTX 1060 with 6 GB VRAM
- NVIDIA GeForce GTX 1080 with 8 GB VRAM
- NVIDIA GeForce RTX 2060 (mobile)
- NVIDIA GeForce RTX 2080 with 8 GB VRAM
- NVIDIA GeForce GTX 1660 Ti
- NVIDIA GeForce RTX 3070

We cannot test all cards in a timely manner. If your card is not listed above, but meets the Graphics Processor Requirements, chances are high that it will work with the latest version of U-RENDER.

## Cinema 4D Version Requirements

U-RENDER currently supports Cinema 4D R16 to R23. With some Cinema 4D releases there have been changes in the Plug-in SDK with service updates. Older versions are not able to load the latest U-Render plug-in due to those changes.

Please make sure you have the latest update for Cinema 4D installed. These are the latest version as of writing of the documentation:

- Cinema 4D R16.051
- Cinema 4D R17.055 (SP3.5)
- Cinema 4D R18.057 (SP3)
- Cinema 4D R19.068
- Cinema 4D R20.059
- Cinema 4D R21.207
- Cinema 4D S22.123
- Cinema 4D R23.110
- Cinema 4D R24.111
- Cinema 4D R25.010

# Setup & Installation

U-RENDER consists of two components:

- The host application plug-in for Cinema 4D
- The standalone rendering application

The Cinema 4D plug-in works with R16 or later. Make sure you install the **matching plug-in** according to your Cinema 4D release version.

The standalone rendering application can be used as an alternative to the fully integrated rendering. In this case, the standalone rendering application will communicate with Cinema 4D to receive the scene and send back the render results.

## Installation of U-Render Application

To Install the U-RENDER Application run the Setup and follow the on-screen instructions.

On Systems with several GPUs - especially on notebooks with integrated graphics and dedicated GPU - you need to choose which GPU URENDER will use. Please see the chapter "Choosing the GPU on Multi-GPU Systems" for details.

## Installation of the Cinema 4D Plug-in

### Quick Guide

Unpack the downloaded ZIP file into a temporary location of your choice. Close the Cinema 4D application and copy the content of the URENDER plug-in folder into your Cinema 4D's plug-ins folder. Make sure that you install the plug-in that matches your Cinema 4D version, for example install the R19 plug-in when you are using Cinema 4D R19. Now start Cinema 4D again.

### Detailed Installation Steps

1. Unpack the downloaded ZIP file into a temporary location of your choice (for example, your Desktop). Inside the ZIP file you find a plug-in folder that contains all the files that need to be copied to your Cinema 4D installation.
2. Find Cinema 4D's plug-in folder: To find the folder where Cinema 4D expects 3rd party plug-ins start Cinema 4D and go to the preferences (from the Edit >

Preferences menu). You can see the path to the preferences folder at the bottom of the dialog. There is also a button to open the folder in the File Explorer / Finder. Click the Open Preferences Folder... button. The path on Microsoft Windows is typically something like:

C:\Users\Name\AppData\Roaming\MAXON\CINEMA 4D R16\_12345678\

3. Close the Cinema 4D Application.
4. Copy the plug-in files: In the preferences folder you see a folder named plug-ins. Now copy all the files from the downloaded plug-in folder into Cinema 4D's plug-ins folder. Make sure you are installing the plug-in version that matches your Cinema 4D Release. So, for example, copy the R19 plug-in into the plug-in folder of Cinema 4D R19.
5. Start Cinema 4D again.

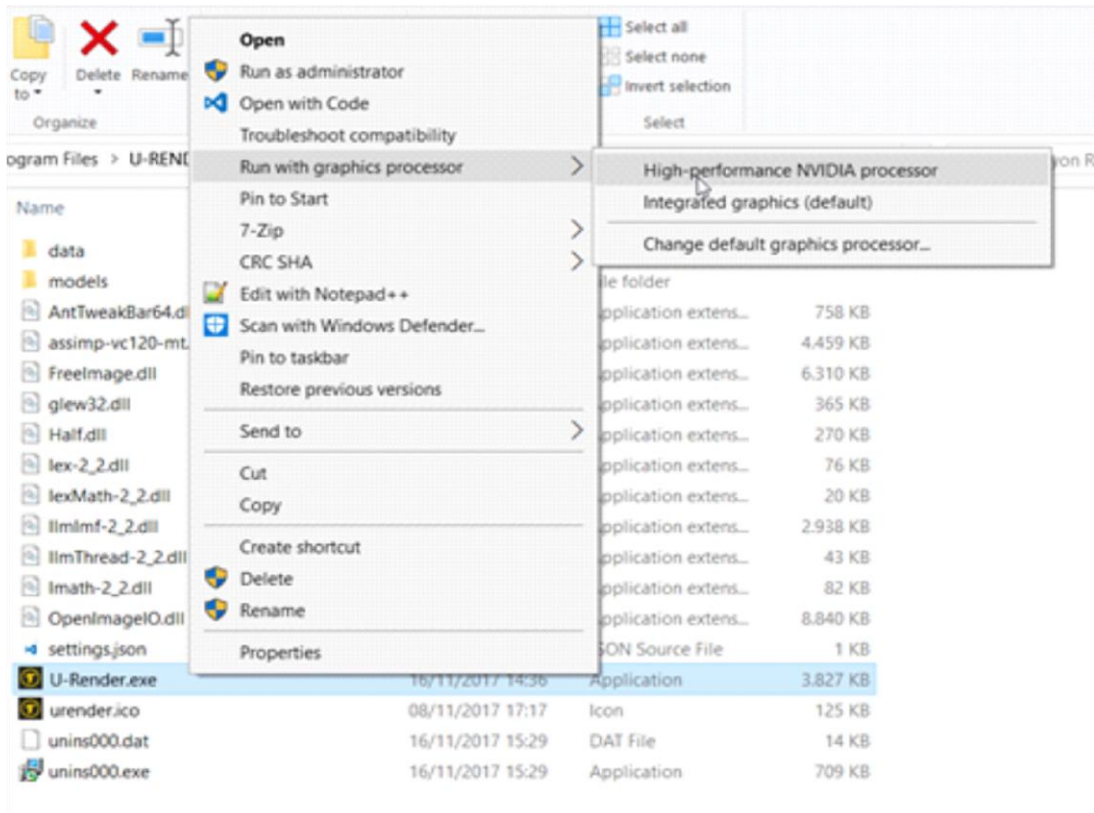
**Now U-RENDER should be installed and working within Cinema 4D.** To make sure everything went fine you can check the Console in Cinema 4D. Use the Script / Console... menu to open the Console. You should find a message showing that the plug-in has been loaded, including the version number of U-RENDER. You find U-RENDER in the Cinema 4D Plug-ins menu and can choose U-RENDER as renderer in the Render Settings.



## Choosing the GPU on Multi-GPU Systems

On Systems with several GPUs - especially on notebooks with integrated graphics and dedicated GPU - you need to choose which GPU U-RENDER will use.

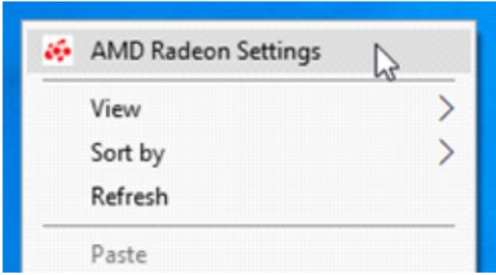
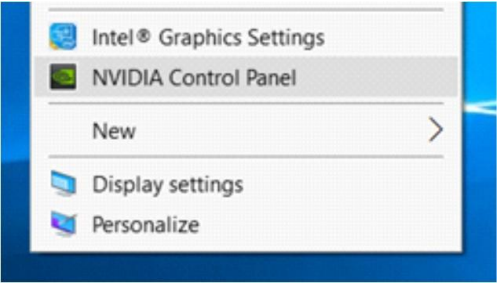
To select the GPU, you need to find U-Render.exe (usually in `C:\Program Files\U-Render`), right-click for the context menu and select the GPU from the “Run with graphics processor” menu.



We strongly recommend using the “Change default graphics processor...” option to permanently configure which GPU U-RENDER uses. Note: Run with graphics processor” is only available on systems with more than one GPU.

“Run with graphics processor” is missing from your context menu, you can set it the default in your GPU Settings (either Nvidia or Radeon Settings).

The fastest way to access your GPU settings is from your Windows Desktop. Right-click on an empty area of your desktop to get to the GPU settings.



# License Management

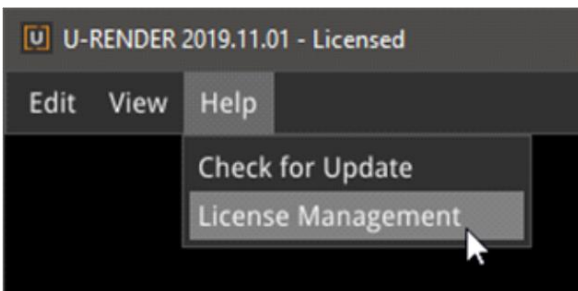
## License Activation

When you purchased U-RENDER you received an Activation Key for your license. Please make sure that you store that key safely. Please do not share the Activation Key with others as it will prevent you from activating your license for yourself.

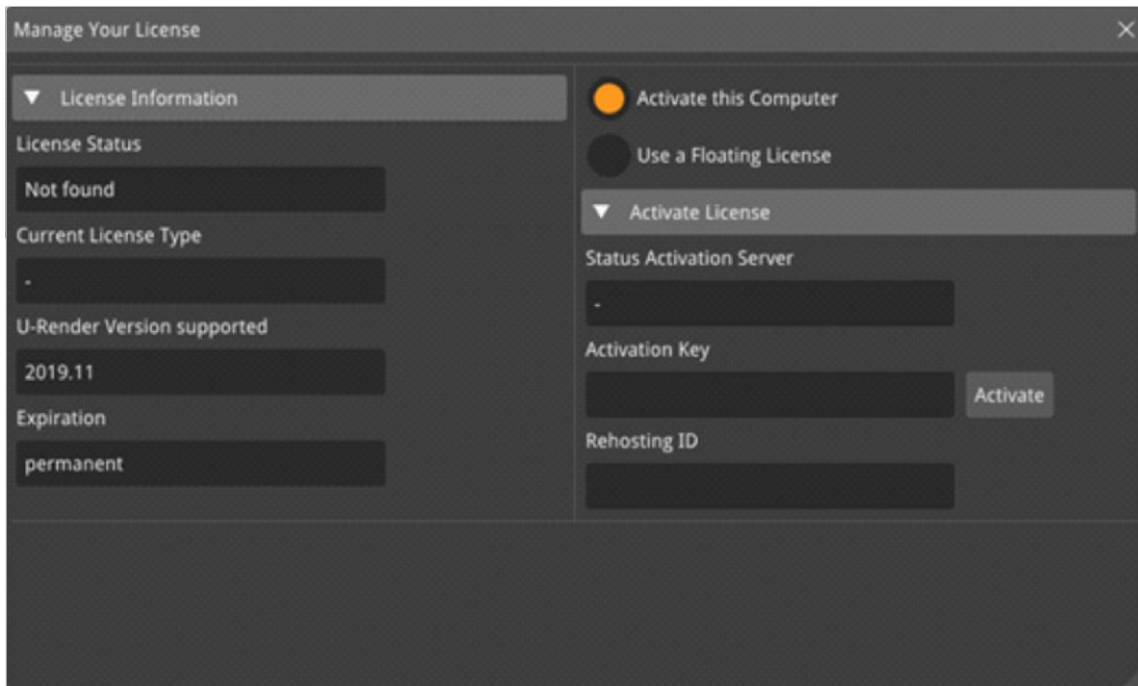
U-RENDER requires a license to work. To evaluate U-RENDER before purchasing, request a free 30-day trial license at <https://u-render.com/try/>

Install and start the U-RENDER standalone renderer on the computer that you will continue to use U-RENDER on. The License will be bound to this computer upon activation.

From the menu choose Help - License Management.



In the License Activation dialog, enter your Activation Key into the designated field and click on the "Activate" button.



License Activation will retrieve a license from the activation server and install it on your computer. This will take a few moments. You will see a message that confirms the successful activation.

Once activated successfully, the license is permanently installed on your computer. The license file is saved to the local application settings folder (%LOCALAPPDATA% which is typically C:\users\\AppData\Local\U-Render)

With a valid license installed, the renderer works as intended and scenes are rendered without a visible watermark overlay.

## Extending your License

When you have bought an extension to your maintenance period you will receive an email once the maintenance period has been extended on the license activation server.

To activate the upgrade on your local computer, please follow these steps:

1. Start the U-RENDER standalone renderer.
2. Select "License Management" from the Help menu.
3. Right next to the Activation Key you will see an "Upgrade" button.
4. Select Upgrade. This will take a few moments. Once the upgrade activation finishes, you will see an updated "U-RENDER Version supported" field with 12 months added to the original supported version.
5. Restart U-RENDER.

# Troubleshooting

## Installation Issues

### Cinema 4D Plug-in does Not Load

When the U-Render plug-in does not show in your Cinema 4D Plug-ins or Extensions menu please make sure you have the most recent update for Cinema 4D installed. With some Cinema 4D releases there have been changes in the Plug-in SDK. So, an earlier version of that Release will not be able to load plug-ins that use the latest plug-in SDK.

- Make sure you have installed the Plug-in in the correct plugins folder.
- Make sure you have latest version of the Cinema 4D release installed. Sometimes using “Check for Updates” in Cinema 4D will not show available updates. The exact releases that are supported can be found under “System Requirements”.

## License Activation Issues

### Wrong host for License

This error message usually shows when the activation information of your system has changed. This is throwing the license activation off. Your installed license does not longer match the system information and the Activation Server still has stored your previous activation.

Please contact our support when you see a “Wrong host for License” error. We will help you to reset your system information and to re-activate your license.