

# Polargrid Add-On Instructions V1.0.0

## NOW FREE CPU RENDERING!

**This Plugin works with Blender 3.00, and most versions**

### **About Us:**

With the Polargrid Render farm, the Blender Community is to be offered a cost-effective and modern Render Farm service. We offer both Economy Services like our monthly Flat Rates and Pro Services where you can rent specific CPU and GPU resources for hours, days, weeks or months. **The RTX Flatrate is a novelty in the community and so far only available from us. After the installation and activation of the Plugin, you get automatically the free CPU rendering feature activated.**

Our Green Energy Data Center is located in Boden, Northern Sweden

[https://de.wikipedia.org/wiki/Boden\\_\(Stadt\\_in\\_Schweden\)](https://de.wikipedia.org/wiki/Boden_(Stadt_in_Schweden))

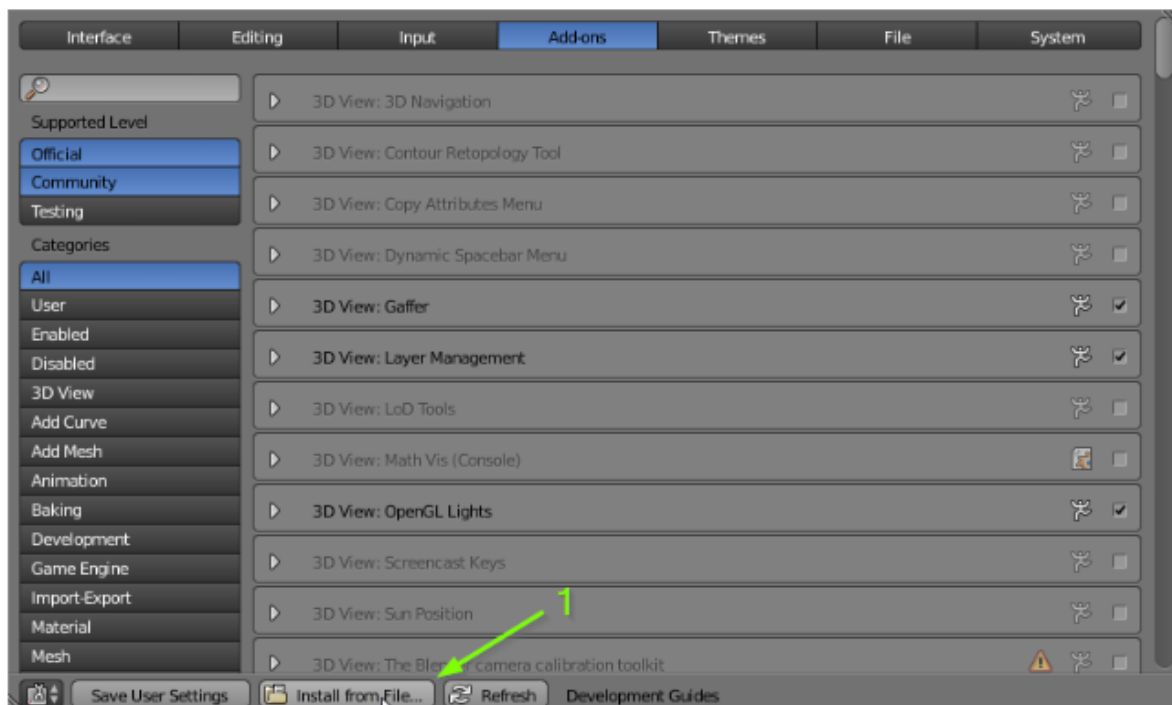
and is powered by hydropower from the nearby Vattenfall hydroelectric power plant

## Download link for the Polargrid Blender plugin **V1.0**

[https://polargrid.space/assets/plugin/render\\_polargrid-v1.0.zip](https://polargrid.space/assets/plugin/render_polargrid-v1.0.zip)

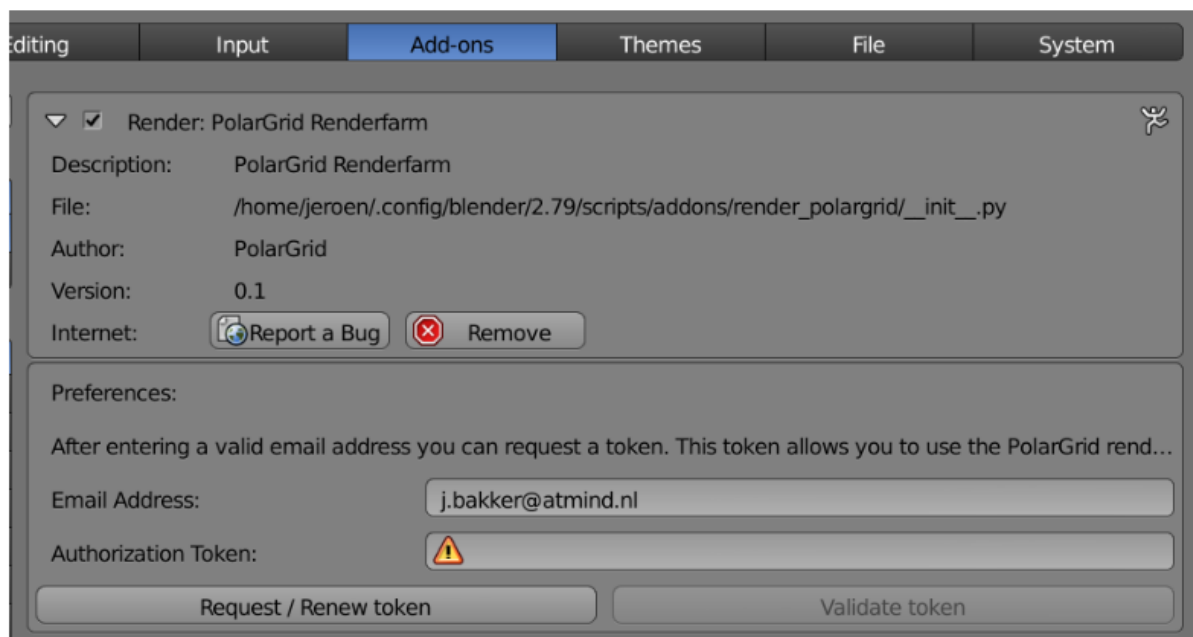
The plugin (do not extract, install as zip) will be installed as follows.

Open *User Preferences* (**Ctrl** + **Alt** + **U**) and under *Add-ons*, click *Install from File*. Then navigate to the file you downloaded and select it.



It should now appear in the window and you can tick the checkbox in the upper right to enable it.

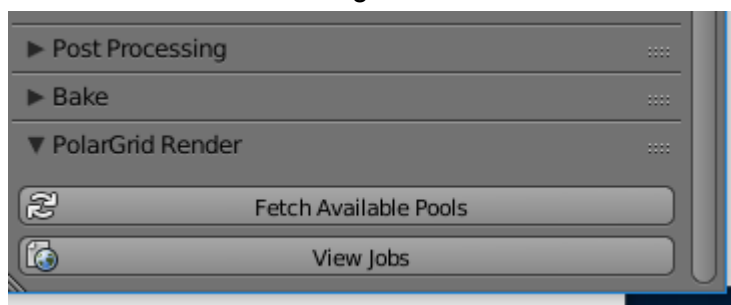
After the installation, you go into the plugin to log in or request the token. It's very simple and just enter your email address and click Request / renew Token. Be patient and check the spam folder, because of our mail server mail.polargrid.space likes to be blocked!



After 60 seconds at the latest, you should receive the token by email and then simply copy it into the field and click validate token that's it!

**Now you are almost ready to render! Our system gives you instant access to the Free CPU Rendering.**

Open the plugin in Blender and click "Fetch available pools". In the future, this will always be done after a purchase or a reboot so that the available resources (pools) become visible. Please click "View Jobs" to get to the website of PolarGrid Render farm



The user interface of the render farm is currently still preliminary, you are welcome making suggestions for improvement !!! There is a smart mode(reduced information) and an extended mode, especially helpful when troubleshooting.

Scene	Progress	Render time	Job	Status	Tasks	Service	
classroom.blend	<div style="width: 100%; background-color: green;"></div>	18h:04m:29s	Render Animation	Failed	291/293	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Pause</a> <a href="#">Cancel</a>
classroom.blend	<div style="width: 10%; background-color: green;"></div>	00h:27m:55s	Render Animation	Paused	9/146	4x GTX 1080 8GB	<a href="#">Info</a> <a href="#">Continue</a> <a href="#">Cancel</a>
classroom.blend	<div style="width: 100%; background-color: green;"></div>	00h:09m:35s	Render Image	Finished	3/3	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Remove</a>
classroom.blend	<div style="width: 50%; background-color: green;"></div>	00h:07m:05s	Render Image	Paused	2/3	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Continue</a> <a href="#">Cancel</a>
classroom.blend	<div style="width: 50%; background-color: green;"></div>	00h:08m:06s	Render Image	Paused	2/3	private_gpu_7x1080	<a href="#">Info</a> <a href="#">Continue</a> <a href="#">Cancel</a>
classroom.blend	<div style="width: 100%; background-color: green;"></div>	00h:03m:02s	Render Image	Finished	1/1	4x GTX 1080 8GB	<a href="#">Info</a> <a href="#">Remove</a>
pavillon_barcelone_v1.2.blend	<div style="width: 100%; background-color: green;"></div>	00h:06m:40s	Render Image	Finished	3/3	private_gpu_7x1080	<a href="#">Info</a> <a href="#">Remove</a>
pavillon_barcelone_v1.2.blend	<div style="width: 100%; background-color: green;"></div>	00h:02m:18s	Render Image	Finished	1/1	4x GTX 1080 8GB	<a href="#">Info</a> <a href="#">Remove</a>
pavillon_barcelone_v1.2.blend	<div style="width: 100%; background-color: green;"></div>	00h:21m:09s	Render Image	Finished	3/3	private_cpu_7700	<a href="#">Info</a> <a href="#">Remove</a>
pavillon_barcelone_v1.2.blend	<div style="width: 100%; background-color: green;"></div>	00h:05m:59s	Render Image	Finished	3/3	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Remove</a>
pavillon_barcelone_v1.2.blend	<div style="width: 100%; background-color: green;"></div>	00h:02m:13s	Render Image	Finished	1/1	private_cpu_2x7601	<a href="#">Info</a> <a href="#">Remove</a>
pavillon_barcelone_v1.2.blend	<div style="width: 100%; background-color: green;"></div>	00h:04m:35s	Render Image	Finished	3/3	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Remove</a>
bmw27_gpu.blend	<div style="width: 100%; background-color: green;"></div>	00h:02m:09s	Render Image	Finished	3/3	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Remove</a>
bmw27_gpu.blend	<div style="width: 100%; background-color: green;"></div>	00h:01m:43s	Render Image	Finished	3/3	GPU Monthly Plan	<a href="#">Info</a> <a href="#">Remove</a>

If you click into **Jobs** you will see all jobs and their current status.

If you click on **Info** you will see the rendered images as well as render times. From here you can still click on details and tasks. The entire process is always documented

Under **Orders**, you can see all the details of your shopping tour in the PolarGrid Render Shop.

Under the **Shop**, you can see which systems are currently free and available

Shop

Our Economy Services

CPU Monthly Plan \$ 69.00  
[Terms and Conditions](#)

GPU Monthly Plan \$ 99.00  
[Terms and Conditions](#)

Previous
Next

Scene	Progress	Render Time	Exp. Time Left	Job	Status	Tasks	Service
bmw27_gpu.blend	<div style="width: 0%;"></div>			Render Animation	Queued	0/1010	Free CPU <span>Info</span> <span>Cancel</span>

If you see this screen at the beginning, don't get nervous, it can take several seconds up to several minutes until the system allocates you workers(CPUs) for the free rendering. We are distributing available resources on a fair share basis, so everybody will get similar render power.