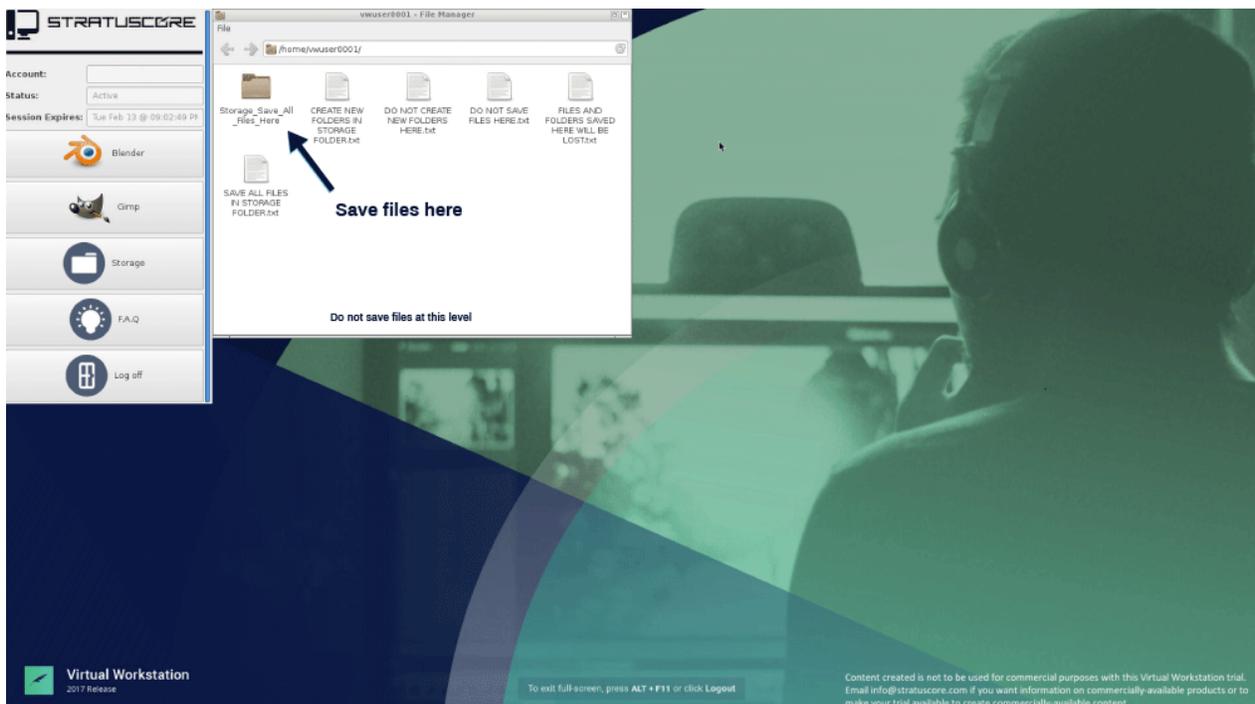


Saving Files

When saving files, you must save them to the “**Storage_Save_All_Files_Here**” folder. This folder is your secure StratusCore storage that you can access from inside the platform (stratuscore.com) when you are logged in. Files saved outside of that folder **will be lost** when you log out of your session.

To maintain strict security standards, we only retain the files within your specific StratusCore storage space. Anything outside of this folder is cleared upon session termination. We are working on simplifying this process, but for now it is important to save your files in the folder provided: (Storage_Save_All_Files_Here).

To navigate to this folder from a software application, first open the folder beginning with **vwuser**, (it will be followed by some numbers). From there you should see the **Storage_Save_All_Files_Here** folder.



Accessing Storage

On the Platform (stratuscore.com)

To view and manage permission of the files that you worked on from within your Virtual Workstation, click the “Storage” button on the left sidebar from within the web-based platform (that you can access by logging in via stratuscore.com).

NOTE: it can take up to 5 minutes before new items appear in your Storage because the system is performing anti-virus / anti-malware scans.

The screenshot shows the StratusCore web interface. The top navigation bar includes the StratusCore logo, a 'Purchase' button, and a user profile 'Hey, David!'. The left sidebar contains navigation options: Dashboard, Applications (Projects, Storage, Digital Escrow, Virtual Workstation, Render Rocket), and Network (Find an Artist, Find a Powered by StratusCore Facility). The main content area is titled 'My Storage' and shows a list of files and folders. The list includes folders like 'Demo', 'Project - Princess Robot Bubblegum - Season 2', 'Project - The Sand Crab of Blisters', and 'Project - The Turtle of Torment', along with a file named 'Capture_v2PNG.PNG'. A blue arrow points to the three-dot menu icon next to the file, with a text label 'Click to rename, download, or delete' below it. A 'Support' button is visible in the bottom right corner.

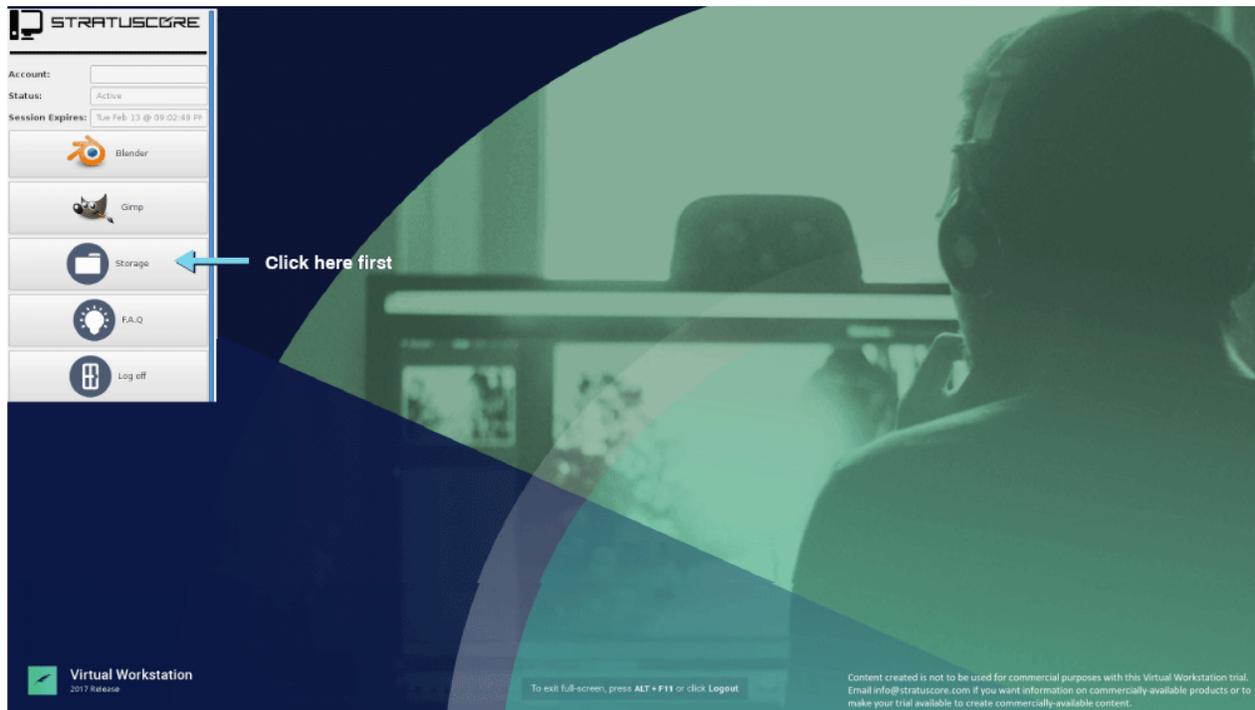
Name	Size	Modified
Demo	568.4 MB	2 months ago
Project - Princess Robot Bubblegum - Season 2	0 KB	2 months ago
Project - The Sand Crab of Blisters	0 KB	2 months ago
Project - The Turtle of Torment	0 KB	2 months ago
Capture_v2PNG.PNG	1.1 MB	25 days ago

Accessing Storage

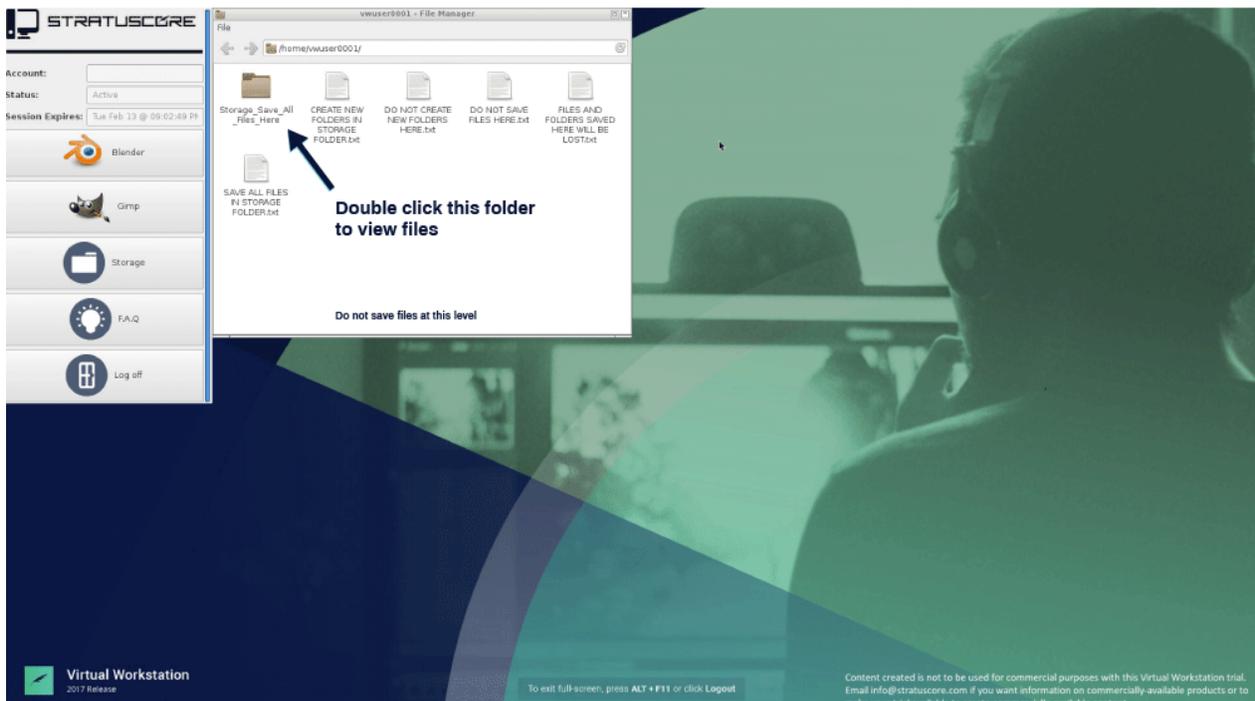
On the Workstation

Your storage can be accessed by clicking the “Storage” button in the left menu, then double clicking on the “Storage_Save_All_Files_Here” folder inside the file manager window that opens.

Step 1: Click “Storage” in the left menu (this will open the file manager window)



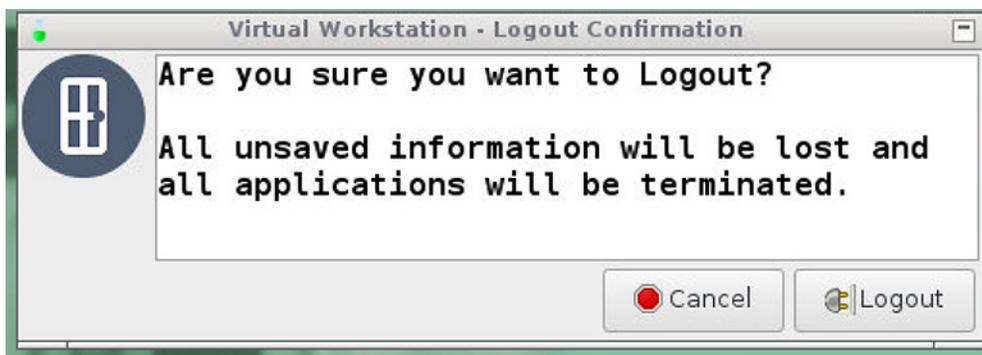
Step 2: Double click the “Storage_Save_All_Files_Here” folder



Logging Out of Your Workstation Session

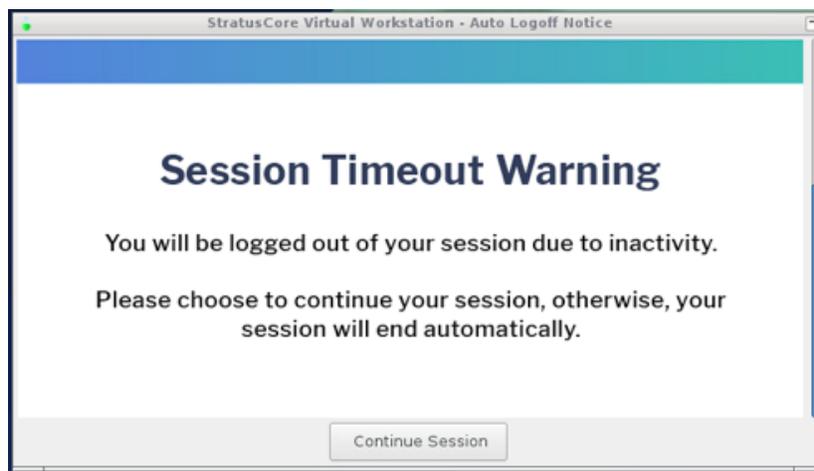
Logging Out

When you click on the “Log out” button, a dialog box will appear asking you to confirm. Click “Log Out” again to log out of your Workstation. The workstation timer will stop counting down as soon as you click “Log Out”; however, it will take 15 seconds for the workstation to fully shut down.



Auto Log Out

Your Virtual Workstation session will display an idle warning message after 10 minutes of inactivity. If you do not acknowledge the notice for an additional 5 minutes, your Virtual Workstation will automatically log out. You can see where you are in the 5 minute countdown by looking at the vertical progress bar on the right side of the warning message.



The log out occurs as a safeguard so that you don't lose Virtual Workstation time when you are no longer using your Workstation.

Rendering in the Workstation

Rendering is currently available for **Maya 2016, 2017, 2018** and **Nuke** on the Workstation.

If you'd like to render using other software, you may access Render Rocket via the platform dashboard (accessible by logging into your account from stratuscore.com) by clicking on the "Render Rocket" button in the left navigation.

Preview Render

If you are running a preview render, you may do so within your software application.

Test & Full Renders

You may run test and full renders using StratusCore's LaunchPad plugin, here's how:

1. In the software you are using, save your scene, making sure you have your desired image output type selected.
2. Click on "RenderRocket" from the top of the menu bar of your software application, then click "Launch RenderRocket" from the dropdown.
3. Log into your StratusCore or Render Rocket account.
4. From the "Launch Detected - Scene Summary" window, you can change your render settings (frame range, mode, etc.) by clicking the "Render Settings" button.
5. Once you've specified your settings, click the "Launch Render" button.
6. After a few moments, your scene will upload and begin rendering.
7. To view your rendered frames, click "Manager" from the left-hand information pane.
8. Navigate through "RenderRocket LaunchPad" > "Mission Output" to find your render job and rendered frames.

Need more credits?

If you need more render credits or storage space, log into your StratusCore account at www.stratuscore.com and add Render Credits or Storage using the "Purchase" button at the top right of the page.

Performance

If you're experiencing performance issues, it could be caused by issues with your location, internet provider, and/or network traffic. The Virtual Workstation servers require a certain amount of bandwidth and low latency so, be sure to run a speed test on the Virtual Workstation page on the Platform prior to launching to see if your internet connection supports running a Workstation.

Support

If you'd like further assistance, please contact our Artist Care team at ArtistCare@StratusCore.com