

12 Replies · Add your reply **Answer** by leif3d · Aug 30 at 05:47 AM I wonder how robot room does



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Answer by **SpriteYeti** · Aug 30 at 06:54 AM Try enabling Precision Boost Overdrive through your Ryzen Master program, see if that improves performance with rendering.

Ryzen master link https://www.amd.com/en/technologies/ryzen-master Like · 🖒 1 · Add comment · Reward user · 🗨 Hide 5 · Share

Umuskccat · Aug 30 at 08:00 AM 1 Thank you very much for the good information. But I'm worried that the basic speed of this "AMD 36core CPU" is different from what I think.

SpriteYeti 📌 muskccat · Aug 30 at 09:02 AM 0 If you're running Windows 10, it looks like it might be affecting the 2990WX's performance compared to Linux. https://www.techspot.com/review/1683-linux-vs-windows-threadripper-vs-core-i9/

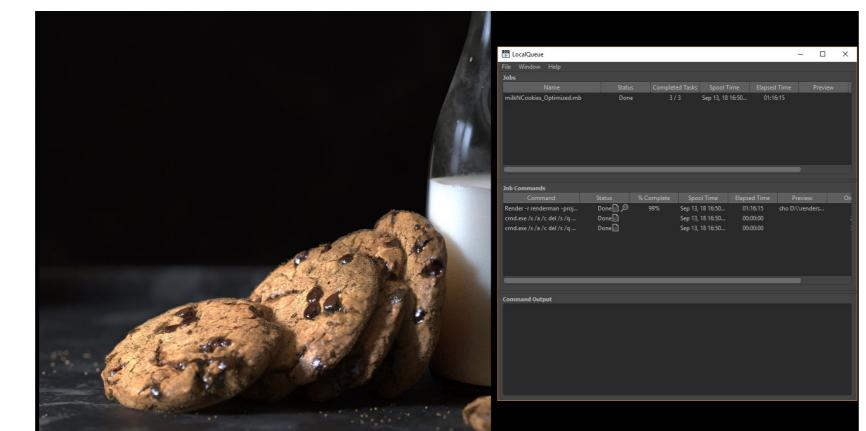
Also probably need to ask AMD about what could be causing bad performance, they seemed to consider it would perform well in Maya. https://twitter.com/AMDRyzen/status/1029759795270701057

Compare your pc spec to what a great overclocker like 8 Pack achieves with his 2990wx solutions for workstations, his setup is running at 4ghz for all cores/threads!

https://forums.overclockers.co.uk/threads/8pack-with-32-cores-amd-2990wx-4ghz-avx2-workloadsworkstation-bundle-upto-128gb-memory.18828603/

wuskccat · Sep 07 at 02:13 AM 1 wow, I really appreciate it. Thank you SpriteYeti!!

SpriteYeti 📌 muskccat · Sep 13 at 05:47 PM 0 Here's some of my Xeon 18 core Renderman 22.1 results to compare with the Threadripper.



Rendered the cookies and milk optimised scene in 22.1. It took 1 hour 16 mins, was thinking that it's gone slower than the 1 hour 10 mins that I did in renderman 21!! Forgot I changed the resolution to 2304x3840, so slightly different to the 800x1200 original resolution. All my results are denoised, seemed to denoise the 4k render in around a second.

I only changed the resolution to a 4k one as the image had what looked to be noise on it. At 4k I realised it's the crumbs on the cookies and table surface. It was annoying the hell out of me as I thought the render was broken in 22.1.

If I run the scene test at the correct 800x1200, I'm now doing it in 9 mins 6 seconds, the render output looks correct just has crumbs on it.

Try the Robot Room scene, that's crumb free for another AMD Threadripper 2990wx test. • 4k221cookie.jpg (131.2 kB)

leif3d •• 🔿 SpriteYeti · 2 days ago 0 Also, the crumbs are slightly misaligned from the cookie surface...I'll update this when I update the

training for 22. Fast renders!

Answer by leif3d · Sep 04 at 03:57 PM this article might be interesting

https://www.pcworld.com/article/3298859/components-processors/how-memory-bandwidth-is-killingamds-32-core-threadripper-performance.amp.html

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SpriteYeti · Sep 04 at 05:05 PM 1

The 2990wx is a bit weaker compared to the workstation Epyc cpu's. Four memory channels and 64 lanes of PCIe compared to eight memory channels and 128 pci lanes for an Epyc 7501.

Epyc 7501 https://www.cpu-monkey.com/en/cpu-amd_epyc_7501-741

compared to the 2990wx https://www.cpu-monkey.com/en/cpu-amd_ryzen_threadripper_2990wx-886

I had a 2990wx on the top of my wish list to Santa, I'm getting a Tangerine in a sock now! Bah Humbug AMD.

wuskccat · Sep 07 at 02:13 AM 1 Thank you for you answer~!!!!

enderMan Answer by SpriteYeti · Sep 12 at 08:45 PM If you're still having performance issues with the 2990wx and you've got a Nvidia GPU, it looks to have been a bug that affected performance in some situations. A long shot that it fixes slower than expected performance with Renderman, but worth a try.

"Changes and Fixed Issues in Version 399.24 The following sections list the important changes and the most common issues resolved in this version. This list is only a subset of the total number of changes made in this driver version. The NVIDIA bug number is provided for reference. Fixed Issues in this Release

[3D games]: Game performance drops in half when moving from 16 core/32 thread CPU to 32 core/64 thread CPU. [2334312"

"New GeForce Driver Fixes Performance Issue: Threadripper 2990WX Tested"

https://www.pcper.com/reviews/Graphics-Cards/New-GeForce-Driver-Fixes-Performance-Issue-Threadripper-2990WX-Tested

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wlw •• • Sep 12 at 09:47 PM 1

That is a really interesting find. Does this slowdown occur when rendering with LocalQueue in the background as well, or only when rendering with IPR. If only with IPR, then the GPU issue might really impact performance. Otherwise this would probably not address the issue.

SpriteYeti 🔿 wlw 🔸 · Sep 13 at 05:51 PM 0 Yes I was thinking that the buggy Nvidia driver might have been creating latency issues on this Threadripper cpu, pulling it's performance down.

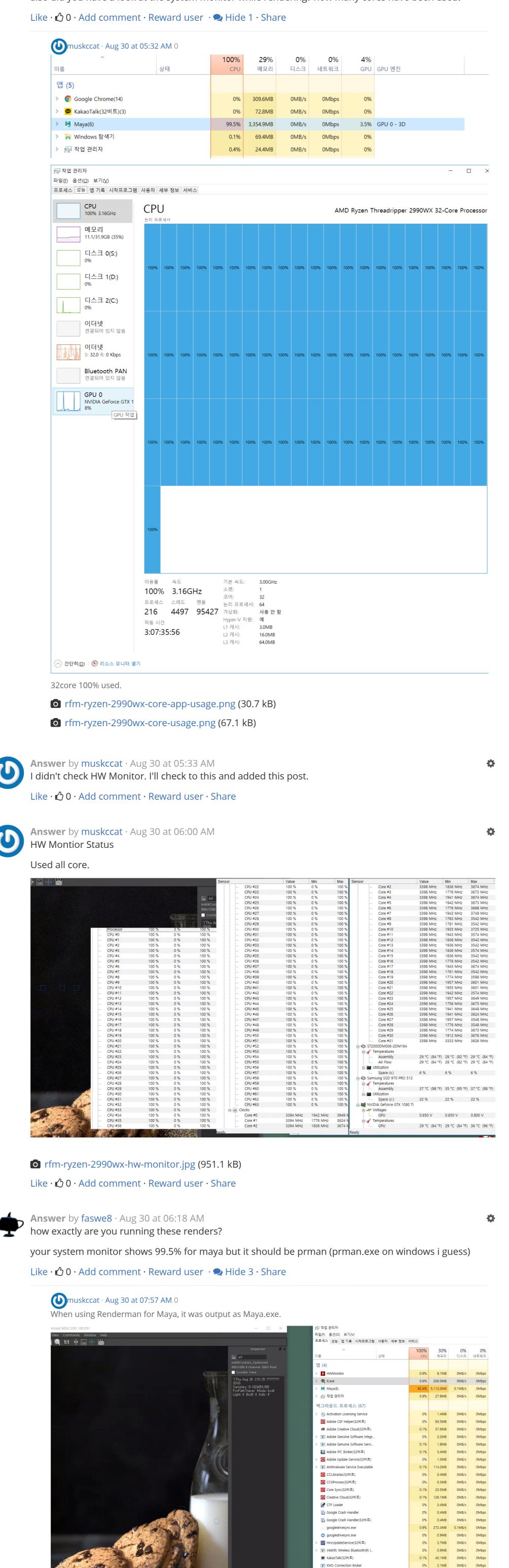
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rfm-ryzen-2990wx-maya-usage.jpg (671.1 kB)

SpriteYeti 📌 muskccat · Aug 30 at 01:20 PM 0 If you expand Maya in the task manager by clicking on >. It should have Prman.exe hanging off the Maya task process.

KMS-R@1n.exe

Microsoft Network Realtime Ins...

Microsoft Office Click-to-Run (... Microsoft Skyne(2)

0% 0.5MB 0MB/s 0Mbps 0% 3.4MB OMB/s OMbps

0.1% 25.8MB 0MB/s 0Mbps

0% 1 3MR 0MR/s 0Mhps

0

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irb r SpriteYeti · 3 days ago 0

Hi, Actually this all changed in R22. To get RenderMan to be rendering in a fully interactive manner the renderer is running in the same process as Maya. The only time prman (prman.exe on Windows) is involved is when the batch style is set to RIB. The default would be may batch which is just a GUI-less version of Maya.

For the technically inclined this means this means the whole RiEdit mechanism has been dropped in R22.

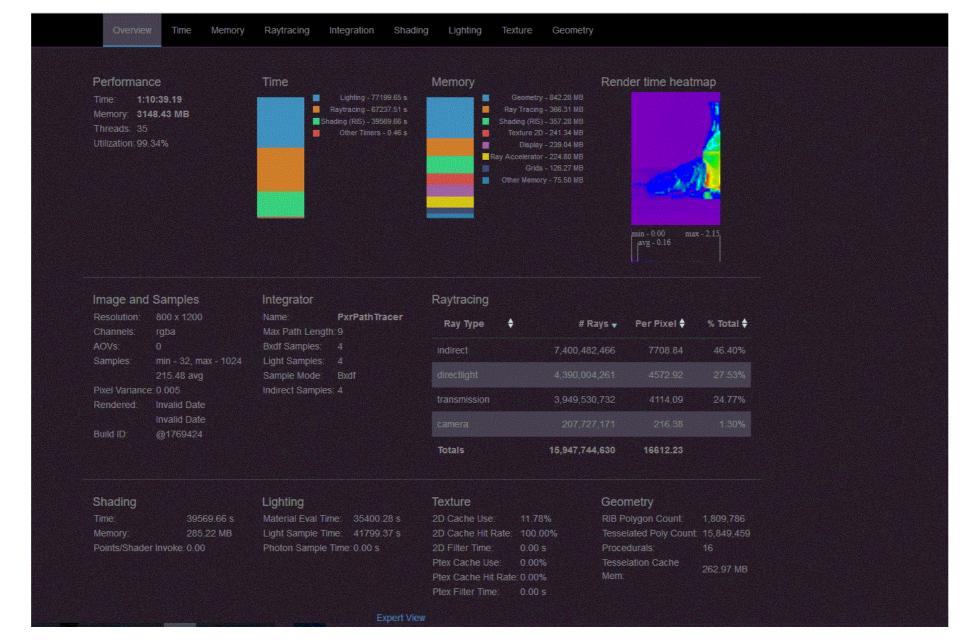


1hr 55mins doesn't seem right for a Threadripper on the cookies, 1950x was doing 1 hour 7 mins for the

I was testing my old chip and got a 1 hour 10 mins time.

https://renderman.pixar.com/forum/showthread.php?s=&threadid=35782&highlight=xeon

Put your stats up, this was mine with 36 threads.



o cookiesandmilk.gif (653.6 kB)

Like · 🖒 0 · Add comment · Reward user · 🗨 Hide 3 · Share

Wmuskccat · Aug 30 at 07:58 AM 0 Can I know how to see this stat?

SpriteYeti 📌 muskccat · Aug 30 at 09:00 AM 0 Have a look in your projects folder for xml stat files, usually they should be in a folder that matches your project name and then they should be in the rib folder.

Documents\maya\projects\default\renderman

Something like perspShape_Final.0001.xml, drag and drop them into an internet browser.

🕑 muskccat 🏞 SpriteYeti · Aug 30 at 11:22 AM 1 Great!! Thank you very much for the tip.

Answer by **tonytrout** · 3 days ago U

Could someone tell me what the sampling is on the original milkncookies scene, opening it with 22.1 inserts my default presets values. I want to compare apples with apples. I seem to remember

Min 0 max 1024 pix var 0.005 dark falloff ??????

With threadripper 1950x and 21.? I was getting 67mins

Disappointed 2990wx is slow for some reason, looks like III get a tangerine too :(Like · 🖒 0 · Add comment · Reward user · 🗨 Hide 2 · Share

tonytrout · 3 days ago 0

@muskccat what sampling did you have? My 1950x on 22.1 with the sampling above comes down to 57mins from 67mins, I would expect you to halve that. I tried another render with the new advanced light sampling and the time dropped to 30mins, pretty impressive for something still in the works!

Just something to note-I did a lot of tests on this scene some time ago to try and establish a benchmark for renderman with ryzen against other hardware (with other likeminded people) I noticed my render was basically finished at around 30mins or less depending on bucket size. One bucket refused to converge by which time I was down to basically one core/thread for another 35 mins until the samples ran out. Might pay you to watch your thread utilisation through to the end with task manager or similar. I feel there's something in the scene that's not quite right that should be optimised further but still I'm using it as a benchmark so don't wish to tweak it.

SpriteYeti · 3 days ago 0

I thought the original scene was running 2048 max samples and was set in a production preset, so very low pixel variance. Need the 22.1 version to be set in the denoiser preset to get the AOV's. The original cookies (not the lighter version) was a machine breaker. I'm thinking it was one of the last renders I ran before my first water pump broke, seemed to superheat my pc running at 100 percent load for hours.

Need to do benchmarks with the Robot Room scene, that's more optimized and a better test of hardware.

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Your answer

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