

## Distributed Rendering - Shorten Your Premiere Project Rendering Time!

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Adobe Premiere offers a lot of features. But, what about distributed rendering? Distributed rendering allows you to share the work between [computers](#), cutting down on rendering time. So, can you make this shortcut with Premiere? Learn how to use distributed rendering in this Adobe Premiere tutorial.

### What is Distributed Rendering?

Distributed rendering is the process of rendering a video over different computers throughout a network. This speeds up the rendering process since multiple computers take over the job from a single [computer](#). This is an effective way of rendering video if you are part of a larger network.

[Adobe Premiere](#) is a video editing program offered by the makers of Adobe Photoshop. This program is a direct competitor to programs like Avid and Sony Vegas and, while many users like the features offered by Adobe Premiere, unfortunately distributed rendering is not one of those features.

If you want this to be an automatic feature, you should send Adobe a "Feature Request". They will hopefully add this feature to a future release.

### Creating a Rendering Farm

But, you are now stuck with the decision of whether you want to invest in another program or whether there's a workaround you can use if you want to use this feature. Luckily, you can create your own network if you don't already have one.

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First, gather up a few computers. Make sure you shoot for faster computers that can handle multiple tasks at once. If necessary, completely wipe the computer's memory and only use them for distributed

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rendering, especially if you plan on doing this a lot. A good rule of thumb is to have a computer with at least 500 gigabytes of memory.

### Using a Queue Manager



Next, find a queue management program. This is the program that will take your Adobe Premiere project and assign different tasks to your different computers. What's nice about these programs is that you have a lot of free options, meaning you don't have to purchase a different program. For example, XMail Queue Manger is offered under the GNU Public License, which allows you to use and manipulate the program free of charge.

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Always read what the program requires you to do. You may have to install one main operating system on each computer so that they can [easily](#) communicate with each other. Regardless, you need a main computer to act as your base of operations. This computer oversees the rendering process across all of the computers in your network.

Depending on the program, you may also need user management server. Find a good computer to work as the server, and make sure that it is compatible with your queue management software program.

### Rendering Your Video

Now, it's time to open up Adobe Premiere. [Distributed rendering](#) will take place across all of your networked computers with your queue manager in charge of the process. Open up the management program. Try rendering a small piece of video. If it works, clone the video on the rest of the computers, and let the queue management software finish the rest.

While you have to do a lot of work to set up your render farm, it pays dividends in the future, speeding up all of your future video renders.

### References

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