



Installing Your Software

The following information is intended to get you up and running as quickly as possible and covers the following:

- Contents of the box
- About online help
- Shake 3.5 system requirements
- RAM requirements
- Shake Qmaster system requirements
- Installing or upgrading Shake 3.5
- Serializing and registering Shake 3.5
- Installing and licensing Shake 3.5 for render-only workstations
- Installing Shake Qmaster Client, Services, and Administration tools
- About installing software and saving files
- Uninstalling Shake 3.5
- Uninstalling Shake Qmaster
- Shake 3.5 and Shake Qmaster support



Important Be sure to review the *Before You Install Shake 3.5* document (in the Shake 3.5 installer or on the installation CD). For the latest information on Shake 3.5, go to the Shake Web site at <http://www.apple.com/shake>.

About the Contents of Your Shake 3.5 Box

Your Shake 3.5 box contains the following software and documentation.

CD

The Shake 3.5 installation CD: This is your installation disk. Use this CD to install the Shake 3.5 and Shake Qmaster software and documentation.

Printed documentation

The following printed instructional material is included in your Shake 3.5 box:

- *Shake Reference Guide:* Provides information on new features, the Shake user interface, image input and output, the compositing nodes and Node View, file formats and footage, keying, color correction and color space, using masks and transforms, working with the Curve Editor and the Time View, painting and rotoscoping tools, using filters, customizing Shake and making macros, and rendering.
- *Shake Tutorials:* Provide step-by-step instructions for general Shake workflow and the user interface, basic color correction, using the Z channel, using local variables with expressions, color correction on premultiplied elements, using *Keylight* and *Primatte*, tracking, how to make a macro, and how to create a simple clean plate.

PDF documentation

The following PDF documentation is located in the Documentation folder on the Shake 3.5 installation CD.

- *Shake Reference Guide*
- *Shake Tutorials*
- *Shake 3.5 Installation Guide*
- *Shake Qmaster User's Manual*
- *Shake Qmaster Late-Breaking News*

About Online Help

The *Shake Reference Guide*, *Shake Tutorials*, *Shake 3.5 New Features Guide*, *Customizing Shake*, *Getting Help*, and *Late-Breaking News* are located in the Help menu of the Shake application. For information on new features in Shake 3.5, refer to the Late-Breaking News or the *Shake 3.5 New Features Guide*. The *Shake Qmaster Help* and Late-Breaking News are available in the Help menu of the Shake Qmaster application.

Online Documentation

The Shake and Shake Qmaster online documentation is in PDF format, and allows you to access information directly onscreen while you're working in Shake or Shake Qmaster via the Help menu. In Shake 3.5, there is also a Help button located in the Parameters tab of each function. This button opens an HTML page that describes the function. An additional HTML page that contains information on customizing Shake can also be accessed from the Help menu. These HTML pages (the function pages and the customizing section) include the same content as the *Shake Reference Guide*.

To access the online help:

- Choose the Reference Guide, Shake 3.5 New Features Guide, or Tutorials from the Shake Help menu.

The online PDFs are interactive and contain links for easy navigation. To quickly find a specific topic, use the bookmarks or the interactive index.

- In Shake Qmaster, choose Help > Shake Qmaster Help; in Shake Qadministrator, choose Help > Shake Qmaster Help; in Batch Monitor, choose Help > Batch Monitor Help (Batch Monitor is the utility installed with the Shake Qadministrator and Shake Qmaster Client components).

To access the online help for a specific Shake function:

- In the Node View, click the right side of the node to load its parameters.
- In the Parameters tab, click the Help button.

Note: In the printed reference guide, all function information is included in their associated chapters. For example, the *Move2D* function is described in Chapter 12, "Transforms, Motion Blur, and Warping."

To access the online help for customizing Shake:

- Choose Help > Customizing Shake.

Note: In the *Shake Reference Guide*, extensive information on customizing is located in Chapter 17, "Customizing Shake."

Late-Breaking News

The late-breaking news is a link to the Late-Breaking News section of the Shake Web site and contains the latest information about the software, new features, and known bugs.

To access late-breaking news:

- In the Shake application, choose Help > Late-Breaking News.
- In Shake Qmaster or Qadministrator, choose Help > Late-Breaking News.

Shake 3.5 System Requirements

Before you install Shake 3.5, ensure your Macintosh system meets the following minimum requirements.

Minimum Desktop Hardware and Software Configuration

- 800 Mhz PowerPC G4 Tower
- Mac OS X 10.3.2 (or later)
- 3-button mouse
- QuickTime 6.5 (or later)
- 1 GB local disk space for caching and temporary files
- 256 MB of RAM
- A video display card with 32 MB of VRAM and Open GL hardware acceleration, such as the NVIDIA® 4 MX™ or ATI® Radeon™ 7500
- 1280 x 1024 display with a required minimum of 24-bit color

Minimum PowerBook Hardware and Software Configuration

- 800 Mhz PowerPC G4 PowerBook
- Mac OS X 10.3.2 (or later)
- 3-button mouse
- QuickTime 6.5 (or later)
- 1 GB local disk space for caching and temporary files
- 256 MB of RAM
- A video display card with 32 MB of VRAM and Open GL hardware acceleration, such as the ATI® Radeon™ 7500
- Optional external monitor with 1280 x 1024 display with a required minimum of 24-bit color

Minimum Server Hardware and Software Configuration

- 1 Ghz PowerPC G4 or higher XServe
- Mac OS X Server 10.3.2 (or later)
- 3-button mouse (optional for render station, required for compositing seat)
- QuickTime 6.5 (or later)
- 1 GB local disk space for caching and temporary files
- 256 MB of RAM
- A video display card with 32 MB of VRAM and Open GL hardware acceleration, such as the NVIDIA® 4 MX™ or ATI® Radeon™ 7500 (optional for render station, required for compositing seat)

- 1280 x 1024 display with a required minimum of 24-bit color (optional for render station, required for compositing seat)

Minimum Requirements for Render-Only Workstations

The Shake 3.5 render-only workstation requires the following minimum hardware and software configuration:

- 500 Mhz or higher PowerPC G4
- Note:** PowerPC G4 refers to any Tower, PowerBook, iMac, eMac over 500 Mhz.
- 1 Ghz PowerPC G4 or higher XServe
- Mac OS X 10.3.2 (or later)
- QuickTime 6.5 (or later)
- 1 GB local disk space for caching and temporary files
- 256 MB of RAM

RAM Requirements

Playback performance is a function of RAM, processor, image size, clip length, and graphics card. In Shake, images are loaded into memory and then played back. Current systems cannot achieve real-time playback with 2K-resolution images. However, with sufficient RAM and a good graphics card, files of up to 1K resolution should play back in real time.

Use the following formula to determine the amount of required memory:

$\text{width} * \text{height} * \text{channels} * \text{bytes per channel} * \text{images} = \text{bytes}$

For example, a single 1024 x 768 RGB 8-bit (1 byte) per channel image is:

$1024 * 768 * 3 * 1 = 2359296 \text{ bytes}$

Or, approximately 2.4 MB per frame.

TIP To convert from bytes to megabytes (MB), divide by 1024 two times (1024 equals the number of bytes per kilobyte). Thankfully, all operating systems come with calculators. For a rough approximation, drop the last 6 digits.

Note: An 8-bit image is 1 byte, a 10 or 16-bit image is 2 bytes, and a float image is 4 bytes.

Installing Shake 3.5

When you install Shake 3.5, its components are placed in the Applications folder of the hard disk, typically your startup disk. Be sure to review “Shake 3.5 System Requirements” on page 4 before installing Shake 3.5.

Important If you’re upgrading from Shake 3 or 3.01, you must have Shake installed on your computer prior to running the installer.

Note: Before you install Shake, turn off any virus protection and security software that you may have installed on your computer. Also, review any Read Before You Install files or documentation.

Installing or Upgrading Shake 3.5 From the CD

To install and serialize Shake 3.5:

- 1 Insert the Shake 3.5 installation CD into your CD drive.
- 2 Double-click the Install Shake 3.5 icon, then follow the onscreen instructions.
- 3 In the Authenticate window, enter your administrator name and password and click OK.
- 4 Read the Introduction, then click Continue.
- 5 Read the Before You Install Shake 3.5 document, then click Continue.
- 6 Read the Software License Agreement, then click Continue and Agree.
- 7 Select the destination disk where you want to install Shake 3.5, then click Continue.

By default, Shake is installed in the *Applications* folder on your hard drive.

Note: If you're upgrading from Shake 3 or 3.01, the new version of Shake replaces the version that's already installed.

- 8 In the Installation Type dialog, select the installation type:
 - *Easy Install:* Click Install to install Shake, the Shake Qmaster Applications, the *Shake Reference Guide* PDF and *Shake Tutorials* PDF, but no tutorial images.
 - *Customize:* Click Customize and select the additional items to install:
 - To include the tutorial images in the Shake 3.5 install, select Tutorial Images.
 - Select the Shake Qmaster components you want to install.

Note: For more information on the Shake Qmaster components and installation, see "Installing Shake Qmaster" on page 9.

- 9 Click Install.
- 10 If prompted, click Restart.

Shake Folder Contents

When Shake is installed, three icons appear in the *Shake3.50* folder, *shake*, *sbkv*, and *sbkqtv*. The *shake* icon represents the Shake application, and can be placed in the Dock. The *sbkv* icon represents the Shake Viewer application (the Flipbook player for all platforms). The *sbkqtv* icon represents the Shake Disk-Based Viewer application (the QuickTime Flipbook player). You cannot launch *sbkv* or *sbkqtv* outside of Shake. When you create a standard or disk-based Flipbook in Shake, Shake Viewer is automatically launched and the *sbkv* or *sbkqtv* icon appears in the Dock.

Shake Qmaster Applications (installed by default with the Easy Install) places a *Shake Qmaster* and *Shake Qadministrator* icon in the *Applications* folder.

Serializing Shake 3.5

- 1 Double-click the *shake* icon (if starting Shake from the Dock icon, single-click).
- 2 In the Licensing dialog, enter your first and last name.
Note: Entering an organization is optional.
- 3 In the Serial Number field, enter the Shake 3.5 serial number printed on the front of this document.
- 4 Click OK.

Note: If you're upgrading from Shake 3 or 3.01, and the version of Shake that was previously installed on your computer was not serialized, you are prompted to enter your Shake 3 or 3.01 serial number.

Registering Shake 3.5

The first time you start Shake 3.5, the application prompts you for registration information. By default, the Me card information in your Address Book is automatically entered in the appropriate fields.

To register Shake to a user other than the user listed in the Me card in your Address Book:

- 1 Fill out the Name, Address, Organization, and Email address fields.
- 2 If you want information about Apple news and software updates sent to your email account, select the checkbox.
- 3 If you want to review Apple's Privacy Policy, click Privacy Policy.
- 4 When you are finished, click Register Now.

You are now ready to begin using Shake 3.5.

Note: If you decide to click the Register Later button, you will be prompted to register again after opening the application five times.

Installing and Licensing Shake 3.5 for Render-Only Workstations on Mac OS X

To install the render-only version of Shake 3.5, perform the CD install as described in "Installing Shake 3.5" on page 5 on all systems designated as render workstations. Mac OS X render licenses are free and do not require serial numbers or special licensing.

Shake Qmaster System Requirements

Before you install any of the Shake Qmaster software, ensure that your system meets the following minimum requirements.

In the installer, you'll find that there are two separate installation components for Shake Qmaster: Shake Qmaster Applications and Shake Qmaster Services. Each component is designed for a different part of a Shake Qmaster system. As detailed later in "Installing Shake Qmaster" on page 9, you install the Shake Qmaster Applications on client and administrator computers, and Shake Qmaster Services on cluster computers.

Minimum Requirements for Shake Qmaster Applications

The Shake Qmaster Applications installation component has the following minimum requirements.

Minimum Hardware Configurations

The Shake Qmaster Applications component requires, at a minimum, either of the following hardware configurations:

- 500 Mhz or higher PowerPC G3
- 500 Mhz or higher PowerPC G4

The following disk space is required:

- 20 MB of disk space

Minimum Software Configuration

- Mac OS X 10.3.2 (or later)
- QuickTime 6.5 (or later)
- 256 MB of RAM

Minimum Requirements for Shake Qmaster Services

The Shake Qmaster Services installation component has the following minimum requirements.

Minimum Hardware Configurations

The Shake Qmaster Services require, at a minimum, either of the following hardware configurations:

- 500 Mhz or higher Power PC G4 or PowerBook
- 1 Ghz Power PC G4 or higher XServe

The following disk space is required:

- 1 GB local disk space for caching and temporary files
- 3 MB of local disk space for the software

Minimum Software Configuration

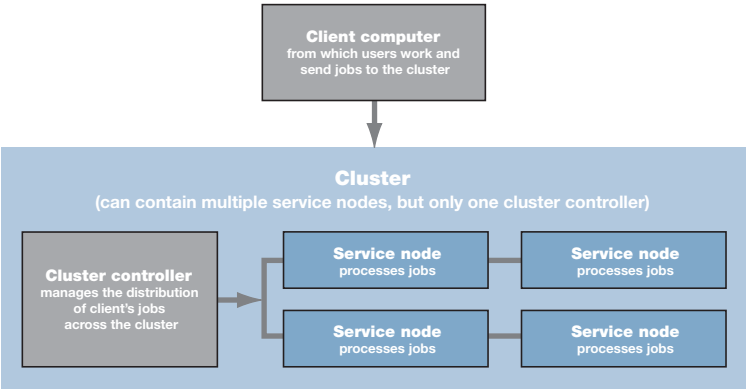
- Mac OS X 10.3.2 (or later)
- QuickTime 6.5 (or later)
- 256 MB of RAM

Installing Shake Qmaster

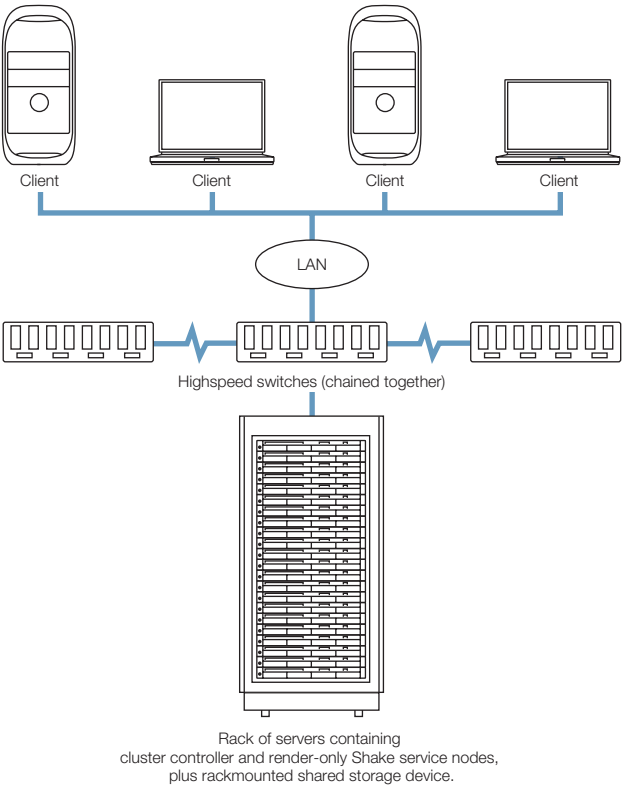
Within the Customize dialog in the Shake installer are two separate installation components for Shake Qmaster, each designed for a different part of a Shake Qmaster system.

Installation Component	Where to Install It	Applications and Utilities Installed
Shake Qmaster Applications	On <i>client computers</i>: Any computer from which you use Shake Qmaster to submit processing jobs. On <i>administrator computers</i>: Any computer you use to create and administer Shake Qmaster clusters. It must be on the same network as the clusters.	■ Shake Qmaster (the interface for submitting jobs for distributed processing) ■ Shake Qadministrator ■ Batch Monitor utility
Shake Qmaster Services	On <i>cluster computers</i>: ■ <i>service nodes</i>: The computers that perform the actual processing of jobs. ■ <i>cluster controller computers</i>: The computer that acts as the manager of a cluster. It divides up tasks, determines which service nodes to send work to, and then distributes the work. There is only one cluster controller per cluster.	■ Shake Qmaster pane in System Preferences

While one computer could act as any combination of client, service node, and cluster controller, keeping these functions on separate computers generally increases the speed and efficiency of the processing.



Example of a network setup for distributed rendering



For more background information about the different parts of a Shake Qmaster system and how to prepare a Shake Qmaster network, see the Shake Qmaster Help. To open the Shake Qmaster Help included on the installation CD, double-click the Shake Qmaster Help.pdf icon.

Using Apple Remote Desktop to Create and Administer Shake Cluster Computers Remotely

You can conveniently set up and control Shake service nodes and cluster controllers over a network or over the Internet, using Apple Remote Desktop.

Apple Remote Desktop, using real-time screen sharing, lets you configure and administer Shake service nodes and cluster controllers that are running Mac OS X. For example, from one computer, you can turn services on and off and mount shared storage devices on cluster computers. You can also use Apple Remote Desktop to distribute or install the software, configure headless service nodes, and control desktops from anywhere on the network. For more information, see

<http://www.apple.com/remotedesktop/>

For details on configuring and managing service nodes, cluster controllers, and clusters, see the Shake Qmaster Help.

You can install both of the Shake Qmaster software components on any computer in your Shake Qmaster system, but you do not need to. The instructions that follow tell you how to install only the necessary components on each computer.

Important All the computers in a cluster need Read and Write access to any computers (or storage devices) that will be specified as output destinations for files.

Installing Shake Qmaster Applications on Client and Administrator Computers

You need to install Shake Qmaster Applications on any computer that you use to submit processing jobs with Shake Qmaster, and any computer from which you create and administer Shake Qmaster clusters.

Depending on whether or not you want to install Shake and Shake Qmaster simultaneously, choose one of the following installation options.

Note: The processing application, such as Shake, does not have to be installed on client and administrator computers.

To install only Shake Qmaster Applications on client or administrator computers:

- 1 Double-click the Install Shake icon.
- 2 Follow the onscreen instructions until you get to the Easy Install window. In the Easy Install window, click Customize.
- 3 Deselect Shake, then continue following the onscreen instructions.

To install Shake Qmaster Applications and Shake on client or administrator computers:

- 1 Double-click the Install Shake icon.
- 2 Follow the onscreen instructions, and use the default Easy Install so that the Shake Qmaster Applications are installed with Shake.

Installing Shake Qmaster Services on Cluster Computers

On cluster computers (service nodes and cluster controller computers), you need to select Shake Qmaster Services for installation. Remember, while each cluster can have multiple service nodes, you only need one cluster controller per cluster.

On service nodes, you also need to install the application that will process batches submitted to Shake Qmaster. For Shake clusters, you can install Shake and the render license on the service nodes, since the only component of Shake that you need in a service node is the rendering capability. See “Installing and Licensing Shake 3.5 for Render-Only Workstations on Mac OS X” on page 7 for more information.

Depending on whether or not you want to install Shake and Shake Qmaster simultaneously, choose one of the following installation options.

To install Shake Qmaster Services and Shake on cluster computers:

- 1 Double-click the Install Shake icon.
- 2 Follow the onscreen instructions until you get to the Easy Install window. In the Easy Install window, click Customize.
- 3 Select Shake Qmaster Services so that they are installed with Shake.

To install only Shake Qmaster Services on a cluster computer:

- 1 Double-click the Install Shake icon.
- 2 Follow the onscreen instructions until you get to the Easy Install window. In the Easy Install window, click Customize.
- 3 Select Shake Qmaster, then continue following the onscreen instructions.

When Shake Qmaster Services are installed, the Shake Qmaster icon appears in the “Other” group of System Preferences.

Note: See “Special Installation Instructions for Extended Node Clusters” for information about creating an extended node cluster. You do not need to install any Shake Qmaster software on extended service nodes, but an extended node cluster does require an intermediary node that needs Shake Qmaster Services.

Special Installation Instructions for Extended Node Clusters

There is a way to use computers as service nodes even if they do not have Shake Qmaster installed. To do this, you configure an intermediary node that executes Shake Qmaster commands on other computers, called extended nodes. The intermediary node runs UNIX commands on the extended nodes via the SSH (secure shell) UNIX program, so that the extended nodes can process batches without having Shake Qmaster installed. This type of cluster is called an extended node cluster.

Note: See the Shake Qmaster Help for details on configuring and using an extended node cluster. To open the Shake Qmaster Help included on the installation CD, double-click the Shake Qmaster Help.pdf icon.

You only need one intermediary node in an extended cluster. It can act as the cluster controller, or you can add it to another cluster that already has a cluster controller.

To install Shake Qmaster on the intermediary node:

- 1** Double-click the Install Shake icon.
- 2** Follow the onscreen instructions until you get to the Easy Install window. In the Easy Install window, click Customize.
- 3** Select Shake Qmaster Services, then continue following the onscreen instructions.

On the extended nodes:

Install Shake, or any other application that will process batches submitted with Shake Qmaster. There is no need to install any Shake Qmaster software on extended nodes. The extended nodes can operate as render-only workstations. See “Installing and Licensing Shake 3.5 for Render-Only Workstations on Mac OS X” on page 7 for more information.

About Installing Software and Saving Files

Mac OS X provides a multiuser environment so everyone has their own home directory where they can save files that aren’t accessible to others. If users are working on the same projects, they need to save or place these files in a location where others can access the files.

When installing or saving files, including project files, consider who needs access to these items. Use the following to help determine where to locate files:

- *Shared folder within the Users directory:* All users have access to this folder, making this a good location to save and store files that you want others to use.

Computer/Volume/Users/Shared

For example, if you want all users to have access to the tutorial media, copy the appropriate folder from the Shake 3.5 installation CD to this Shared folder in the Users directory on a volume root.

- *Public folder within a user's home directory:* The user must turn on file sharing in Sharing preferences so other users can access this folder.

Computer/Volume/Users/Username/Public OR Home/Public

- *Volume roots:* All users typically have access to the volume roots, which are all of the connected volumes or hard disk drives. If all users need access to specific applications, such as Shake 3.5, make sure you install these applications in an accessible folder on a volume root, such as the Applications folder.

Note: For information on setting preferences and environment variables, see Chapter 17, “Customizing Shake,” in the *Shake Reference Guide*. Uninstalling Shake 3.5

Uninstalling Shake 3.5

This section discusses uninstalling Shake 3.5 and its associated files.

Important Although custom files are generally stored in the *nreal* folder of the Users directory, be sure to back up any custom files that may be stored in the Shake directory that you want to save before you uninstall Shake.

To uninstall Shake 3.5:

- 1 Drag the *Shake3.50* folder to the Trash (located in the Dock).
- 2 In the *Library/Receipts* folder, drag the *Shake3.50.pkg* and *ShakeTutorial.pkg* files to the trash.

Note: If you did not install the tutorial files, only the *Shake3.50.pkg* file appears in the Receipts folder.

- 3 Empty the Trash contents.

Note: If the *Shake3.50.pkg* and *ShakeTutorial.pkg* files are not removed from the Receipts folder prior to installing Shake again, the Shake Installer shows that you are upgrading Shake. The *Shake3.50.pkg* and *ShakeTutorial.pkg* files are simply overwritten.

This process does not remove the *nreal* folder in the user directory that is created when Shake is run for the first time. This folder usually contains your custom settings, such as macros, machine and user interface settings, icons, and autosaved scripts.

Uninstalling Shake Qmaster

To remove Shake Qmaster, use the Uninstall Shake Qmaster application. The application is located on the Shake 3.5 installation CD in the *Extras* folder, and removes the Shake Qmaster application and its associated files.

To uninstall Shake Qmaster:

- 1** Insert the Shake 3.5 installation CD and navigate to the *Extras* folder.
- 2** In the *Extras* folder, double-click *Uninstall Shake Qmaster*.

The Uninstall Shake Qmaster window appears. The computer name and currently logged-in user is displayed in the upper portion of the window.

- 3** Click Uninstall.
- 4** Enter an administrator password in the authentication window and click OK.

Note: If the currently logged-in user is not an administrator, you can enter an administrator password—you do not have to log out and log in as an administrator.

The message “Shake Qmaster was successfully removed. Restart to complete the uninstall.” appears.

- 5** To complete the uninstall, restart your system.

Shake 3.5 and Shake Qmaster Support

For support information, see the “Shake Services and Support Guide” card that is included in your Shake 3.5 box.

