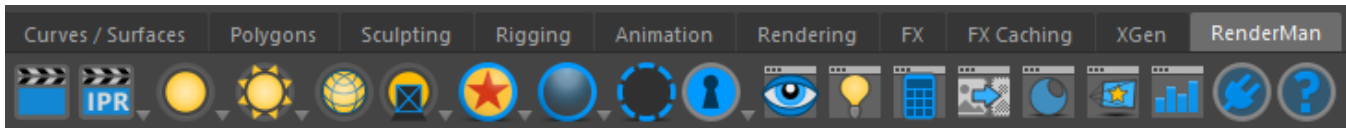














RenderMan Shelf

RenderMan for Maya provides its own shelf with shortcuts for many of the most basic and useful features of the plugin.



Button	Menu	Description
		Start a preview render.
	<ul style="list-style-type: none"> Stop IPR Camera ▶ Resolution ▶ Update Mode ▶ 	Start interactive preview rendering.
	<ul style="list-style-type: none"> PxrRectLight PxDiskLight PxDistantLight PxSphereLight PxAovLight 	Create a new light .
	<ul style="list-style-type: none"> PxDomeLight PxPortalLight PxEnvDayLight 	Create a new dome , portal or day light .
		Make the selected geometry into a mesh light .
	<ul style="list-style-type: none"> PxBarnLightFilter PxBlockerLightFilter PxCookieLightFilter PxGoboLightFilter PxIntMultLightFilter PxRampLightFilter PxRodLightFilter 	Create a light filter and attach it to selected lights
	<ul style="list-style-type: none"> PxrSurface PxrLayerSurface PxrMarschnerHair 	Create a surface and attach to selected geometry
	<ul style="list-style-type: none"> Create PxrVolume Create OpenVDB Visualizer 	Create a PxrVolume or an OpenVDB Visualizer.
		Create a holdout from the selected geometry

	<ul style="list-style-type: none">  Create Archive  Update Archive 	<p>Create an archive from the objects below the selected transform.</p> <p>If nothing is selected, create a stand-alone archive node to reference an existing archive.</p> <p>Update the contents of the archive if the original geo is still present in scene.</p>
		<p>Open the Image Tool, 'It'</p>
		<p>Open the Light Lister</p>
		<p>Open the Dynamic Rule Editor</p>
		<p>Open the Texture Manager</p>
		<p>Open the Preset Browser</p>
		<p>Open the Projection Editor</p>
		<p>View statistics for the last render</p>
		<p>Load the RenderMan for Maya plug-in</p>
		<p>Open the RenderMan documentation in a web browser</p>