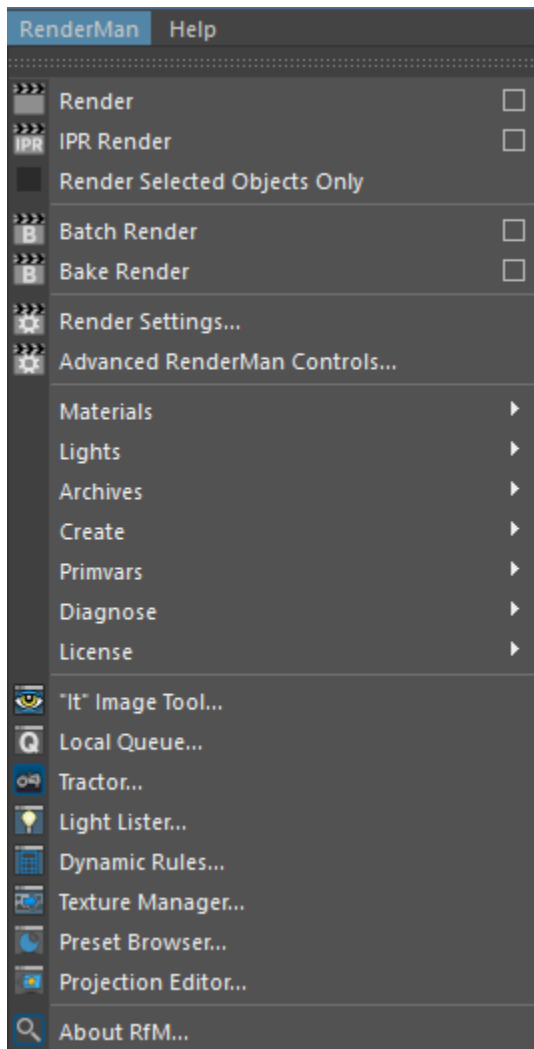


RenderMan Menu

RenderMan for Maya provides a RenderMan menu in Maya's main menu bar, for easy access to features of the plug-in.



Render

Starts a render of the current frame to "it" or Maya's Render view. Select the option box to access preferences for rendering method, threads, etc.

IPR Render

Starts an interactive preview rendering session. Select the option box to access preferences for rendering method, threads, etc.

Render Selected Objects Only

Toggles a checkbox for whether only selected objects will be rendered when a Render or IPR Render is started.

Batch Render

Starts a batch render. Select the option box to access preferences for spooling to Tractor or LocalQueue.

Bake Render

Starts a bake render, which is a kind of batch render that bakes textures. Select the option box to access preferences for spooling to Tractor or LocalQueue.

Render Settings...

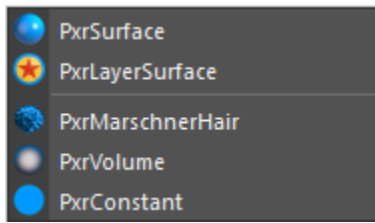
Opens Maya's Render Settings window with RenderMan as the current renderer.

Advanced RenderMan Controls...

Opens the Advanced RenderMan Controls window. For most users Maya's Render Settings window is recommended. The advanced controls provide access to pass and global settings, secondary outputs, and shared geometric attributes.

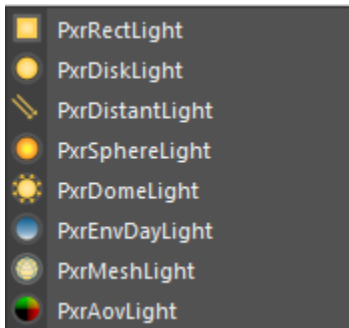
Materials >

Create a RenderMan material



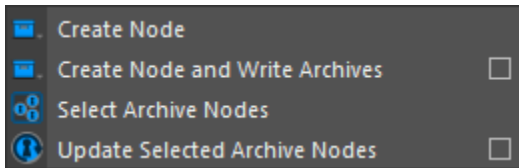
Lights >

Create a RenderMan light

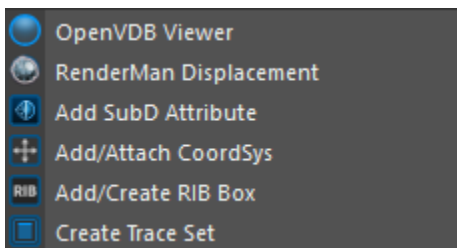


Archives >

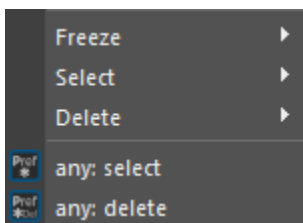
Create, update or select RenderMan Archive nodes



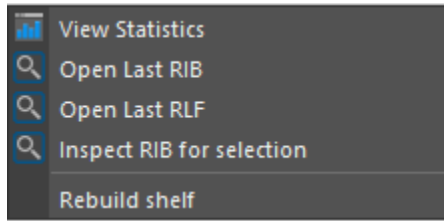
Create >



Primvars >



Diagnose >



View Statistics

Opens the statistics file from the last render in a web browser

Open Last RIB

Opens the last RIB file in a text editor

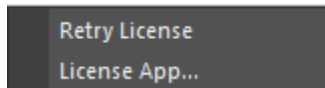
Open Last RLF

Opens the last RLF file in a text editor

Inspect RIB for selection

Opens a RIB file in a text editor containing the geometry calls for the current selection in Maya

License >



Retry License

The RenderMan for Maya plug-in will load even without a license, but most menus will be greyed out. Retry License attempts to re-acquire a license and will enable menus if successful.

License App...

Opens the License Application window, where you can get a license from Pixar

"It" Image Tool...

Opens ["It" Image Tool](#)

Local Queue...

Opens Local Queue

Tractor...

Opens Tractor

Light Lister...

Opens the RenderMan Light Lister

Dynamic Rules...

Opens the Dynamic Rule Editor

Texture Manager...

Opens the Texture Manager

Preset Browser...

Opens the Preset Browser

Projection Editor...

Opens the Projection Editor

About RfM...

Opens a dialog showing version and build number information



About RenderMan for Maya

RFM 21.0 (@1632019 Jul 6 2016)
RenderMan for Maya 21.0
Copyright (c) 1996-2016 Pixar Animation Studios. All rights reserved.

OK