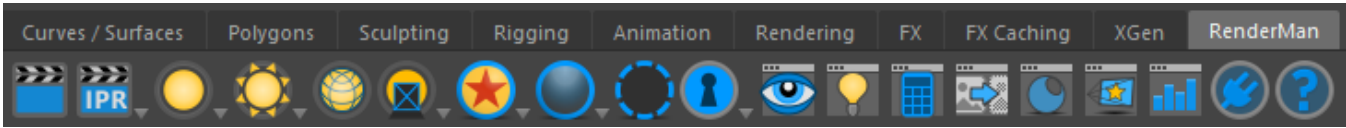





















# RenderMan Shelf

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

	<div style="background-color: #333; color: white; padding: 5px;"> <span style="font-size: 1.2em; margin-right: 10px;">👤</span> Create Archive  <span style="font-size: 1.2em; margin-right: 10px;">👤</span> Update Archive </div>	<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 <a href="#">Image Tool</a>, 'It'</p>
		<p>Open the Light Lister</p>
		<p>Open the Dynamic Rule Editor</p>
		<p>Open the Texture Manager</p>
		<p>Open the <a href="#">Preset Browser</a></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>