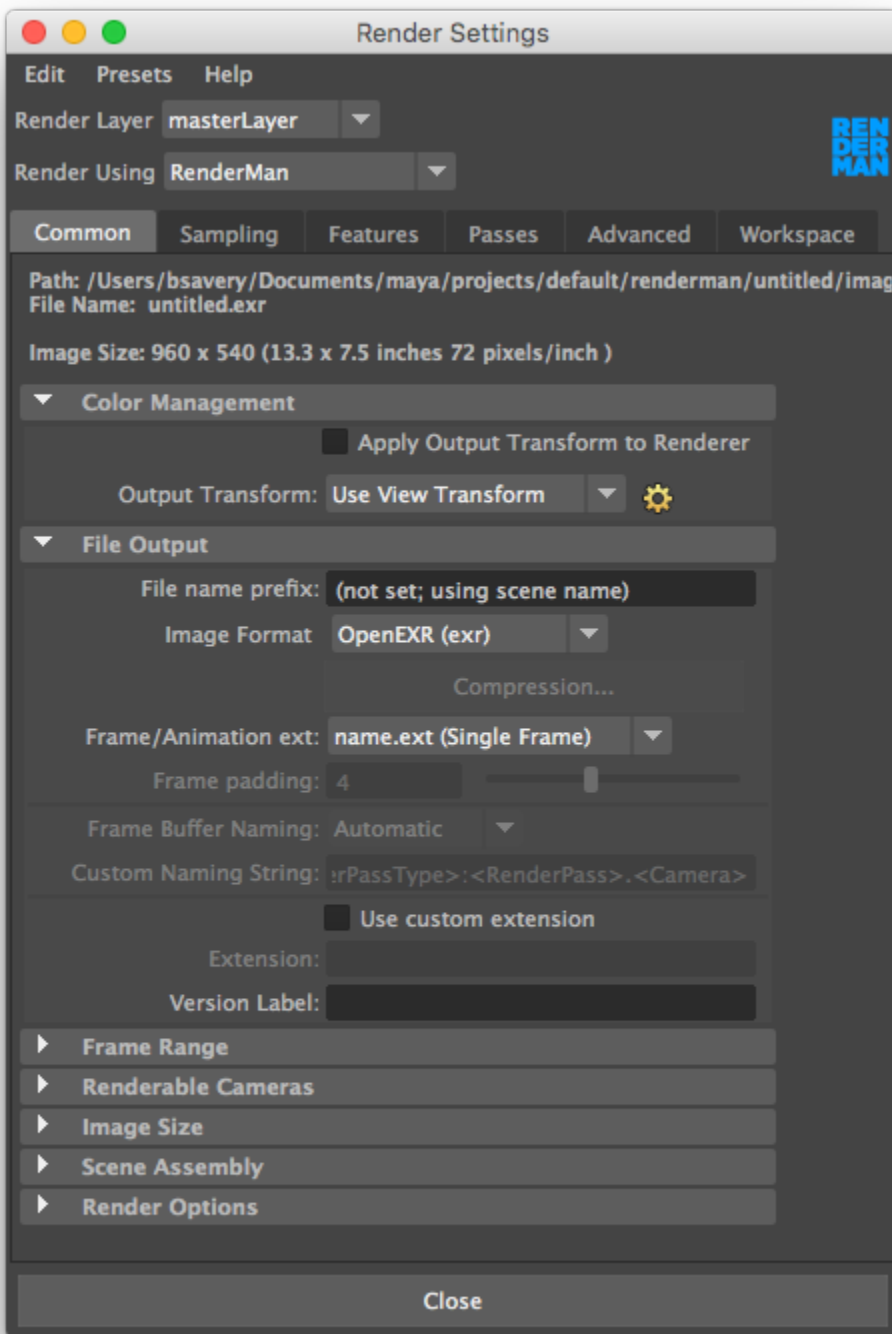


# Common

The Common Tab provides settings shared between all renderers in Maya.



**Path:** Displays the output path for image files, given the current project setting.

**File Name:** Displays the output name of the final image.

**Image Size:** Displays the resolution (generally in pixels and inches).

## Color Management

RenderMan does not support the Output Transform setting. However, view [remapping](#) is available in "it".

## File Output

The name of rendered image files can be composed of up to three elements: file name, frame number, and file format.

**File Name Prefix:** Determines the base name for rendered images.

**Image Format:** Specify which format to save output image files.

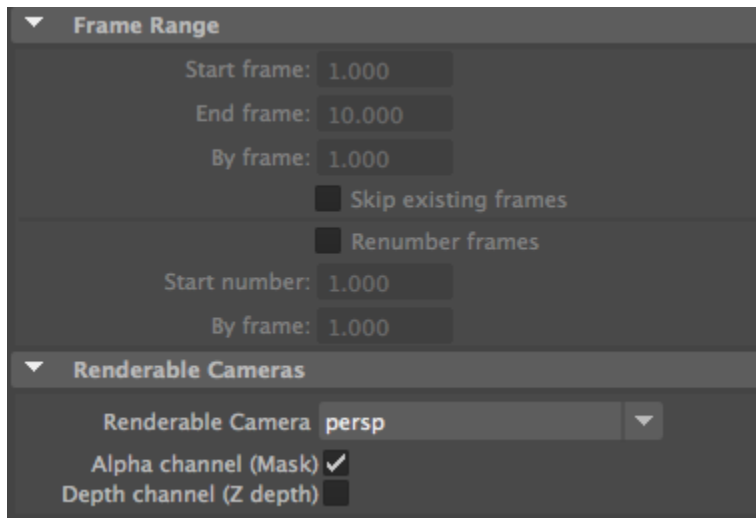
*Compression...* does not apply to RfM.

**Frame/Animation Ext:** The format used to name output images.

**Frame Padding:** The minimum number of digits in frame number extensions. For example, if Frame/Animation Ext is set to renderman.ext, and Frame Padding is 2, Maya names rendered image files renderman.01, renderman.02, and so on.

*Frame Buffer Naming/Custom Naming Scheme* do not apply to RfM.

**Use Custom Extension:** Create a custom extension by enabling Use Custom Extension, and entering your custom extension in the field. This extension replaces the standard extension based on file format, i.e. .tif, .tex, etc.



## Frame Range

**Start Frame, End Frame:** Specifies the first and last frames to render. Frame/Animation Ext must be set to an option containing # to enable these parameters, otherwise a single frame will be used.

**By Frame:** The increment between the output names of rendered frames. By Frame is only available if Frame/Animation Ext is set to an option containing #.

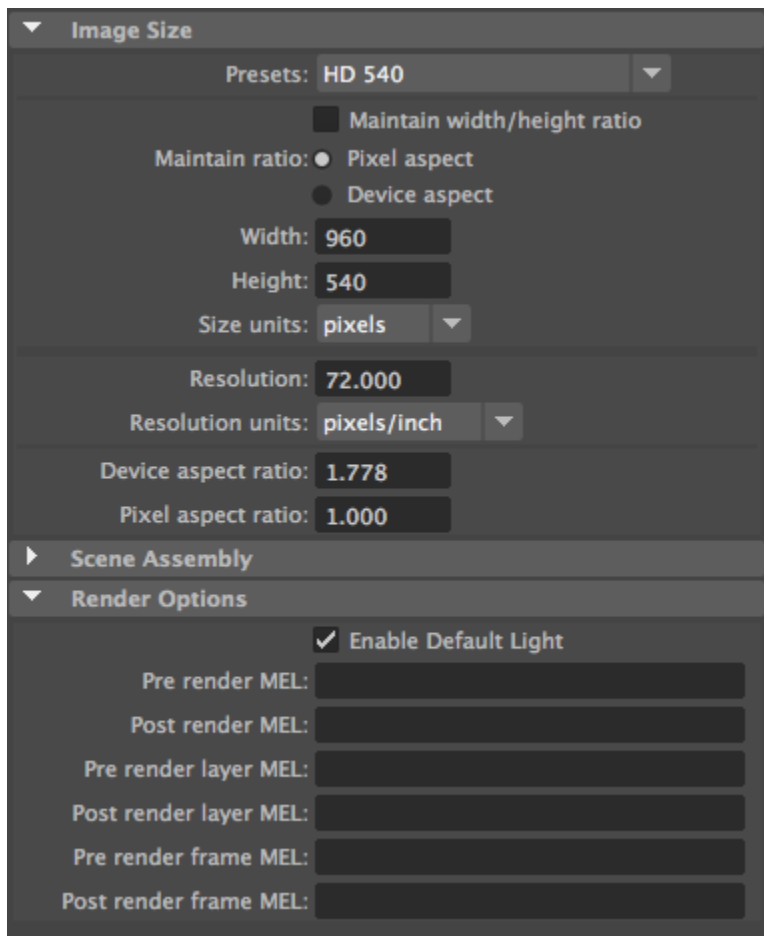
## Renderable Cameras

**Renderable Camera:** Select your render camera from this list.

If your scene has only one renderable camera (for example, the perspective camera), whatever camera is selected in this drop-down list becomes the renderable camera. In other words, the newly selected camera becomes the renderable one in your scene (the default perspective camera becomes unrenderable).

**Alpha Channel (Mask):** Determines whether rendered images contain a mask channel.

**Depth Channel (Z Depth):** Determines whether rendered images contain a depth channel.



## Image Size

**Presets:** Choose a resolution for your output images based on a selection of industry standards.

**Maintain Width/Height Ratio:** If this box is checked, custom resolutions will maintain a locked ratio between height and width. By disabling this parameter, any numbers may be enter for image resolution.

**Width/Height:** For custom resolutions, enter the desired resolutions here.

**Size Units:** Select an appropriate unit of measurement.

**Resolution:** Set the rendered resolution of your image.

**Resolution Units:** Select the units in which the resolution is defined, either pixels per inch or per centimeter.

**Device Aspect Ratio:** The aspect ratio of your target display (e.g. "it" or Maya's Render View).

**Pixel Aspect Ratio:** The aspect ratio of the individual pixels of the display device on which you are viewing the rendered image.

## Render Options

**Enable Default Light:** Turn the default lighting on or off during rendering.

**Pre/Post MEL scripts:** These are fields for entering MEL scripts/commands to be run at the specified times.

