

RenderMan Shelf

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



Rendering





Button	Menu	Description
	<ul style="list-style-type: none"> Preview Render Batch Preview Render 	Start a preview render.
	<ul style="list-style-type: none"> Stop IPR Flush Texture Cache Render Selected Objects Only Camera Resolution 	Start interactive preview rendering. Choose the camera to render from. Also render only selected objects (this selection also applies to preview rendering)
		Open the Image Tool , 'It'
		Open the Localqueue render manager

Lighting

Button	Menu	Description
	<ul style="list-style-type: none"> Auto-Place Lights PxrRectLight PxrDiskLight PxrDistantLight PxrSphereLight PxrCylinderLight PxrAovLight 	<p>Create a new light.</p> <p>Auto-place lights allows lights to be created at the selected object in the viewport instead of the origin.</p>
	<ul style="list-style-type: none"> Auto-Place Portals PxrDomeLight PxrPortalLight PxrEnvDayLight 	Create a new dome , portal or day light .
		Make the selected geometry into a mesh light .












	<ul style="list-style-type: none"> Parent filter to light PxrBarnLightFilter PxrBlockerLightFilter PxrCookieLightFilter PxrGoboLightFilter PxrIntMultLightFilter PxrRampLightFilter PxrRodLightFilter 	Create a light filter and attach it to selected lights
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Shading



Button	Menu	Description
	<ul style="list-style-type: none"> PxrSurface PxrLayerSurface PxrMarschnerHair PxrConstant PxrDisneyBsdF PxrDisney LamaSurface PxrDisplace 	Create a surface and attach it to the selected geometry
	<ul style="list-style-type: none"> Create PxrVolume Create OpenVDB Visualizer Create Volume Box Create Volume Sphere Create Volume Cone 	Create a PxrVolume or an OpenVDB Visualizer.
	<ul style="list-style-type: none"> Create Holdout Remove Holdout 	Create a holdout from the selected geometry
	<ul style="list-style-type: none"> PxrStylizedLines PxrStylizedHatching PxrStylizedToon PxrStylizedControl 	Stylized Looks

Archive / Texture / Statistics

Button	Menu	Description
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	<ul style="list-style-type: none">  Export Selected for GPU caches...  Export Scene for GPU caches...  Export Selected for Imported/Referenced caches...  Export Scene for Imported/Referenced caches... Alembic Reference Pose  Import GPU cache... 	Create a RenderMan Archive
		Open the Dynamic Shader Binding editor
		Open the Texture Manager
		Open the Preset Browser
		Live Statistics
		View statistics for the last render

Plugin / Help

Button	Menu	Description
		Load the RenderMan for Maya plug-in
		Open the RenderMan documentation in a web browser