

User Interface in Maya

The new user interface for RenderMan for Maya is composed of a number of sections.

- [RenderMan Shelf](#)
- [RenderMan Menu](#)
- [RenderMan Preferences](#)
- [Supported Maya Nodes](#)
- [String tokens in RfM](#)
- [Preset Browser in Maya](#)

Note that some nodes may have available presets you can use by selecting the triple bar "sandwich" next to parameters

