

# RenderMan Shelf

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

? Unknown Attachment

## Rendering



Button	Menu	Description
? Unknown Attachment	? Unknown Attachment	Start a preview render.
? Unknown Attachment	? Unknown Attachment	Start interactive preview rendering. Choose the camera to render from.  Also render only selected objects (this selection also applies to preview rendering)
? Unknown Attachment		Open the <a href="#">Image Tool</a> , 'It'
? Unknown Attachment		Open the Localqueue render manager

## Lighting








Button	Menu	Description
? Unknown Attachment	? Unknown Attachment	Create a new <a href="#">light</a> .  Auto-place lights allows lights to be created at the selected object in the viewport instead of the origin.
? Unknown Attachment	? Unknown Attachment	Create a new <a href="#">dome</a> , <a href="#">portal</a> or <a href="#">day light</a> .
? Unknown Attachment		Make the selected geometry into a <a href="#">mesh light</a> .
? Unknown Attachment	? Unknown Attachment	Create a <a href="#">light filter</a> and attach it to selected lights

## Shading

Button	Menu	Description
? Unknown Attachment	? Unknown Attachment	Create a surface and attach it to the selected geometry
? Unknown Attachment	? Unknown Attachment	Create a <a href="#">PxrVolume</a> or an OpenVDB Visualizer.
? Unknown Attachment	? Unknown Attachment	Create a holdout from the selected geometry

 Unknown Attachment	 Unknown Attachment	Stylized Looks
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## Archive / Texture / Statistics

Button	Menu	Description
 Unknown Attachment	 Unknown Attachment	Create a RenderMan Archive
 Unknown Attachment		Open the Dynamic Shader Binding editor
 Unknown Attachment		Open the Texture Manager
 Unknown Attachment		Open the <a href="#">Preset Browser</a>
 Unknown Attachment		Live Statistics
 Unknown Attachment		View statistics for the last render

## Plugin / Help

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