

# Prefs - Workflow

? Unknown Attachment

## Shading Nodes

### Shading Engine Connection

Connect RenderMan nodes to the RenderMan plug (default) or Maya plug. Using the default RenderMan plug leaves Maya plugs unused and available for other in-Maya options (like Surface Shader and Displacement for example)

### Default Maya Surface

When using the RenderMan plugs, create this type of Maya node to assigning by default. Typically Lambert.

### Render Swatches

Allows the rendering of preview swatches/material swatches in the Hypershade.

## Scene Versioning

### Increment Version

Manually: User must select to save and increment the scene.

On Preview Render: Scene is automatically incremented each time it is preview rendered (not interactive renders)

On Batch Render: Scene is automatically incremented each time it is batch rendered

### Increment Take

Manually: User must select to save a new take

On Preview Render: Scene take is incremented on a preview render (not interactive renders)

On Batch Render: Scene take is incremented on a batch render

### Version Padding

The padding used to increment a scene, the default is 3 meaning versions will have three digits, example: 001

### Take Padding

The padding used to increment the takes of a scene, the default is 2 meaning takes will have two digits, example: 01