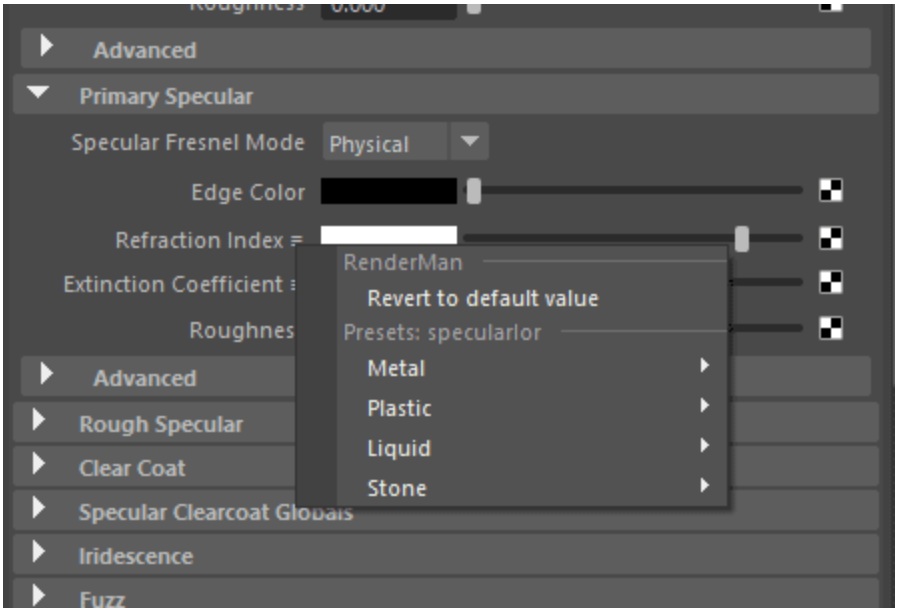
User Interface

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