String tokens in RfM

RenderMan for Maya can substitute a number of predefined tokens in string parameters. They can be used for animated texture sequences, referencing specific storage locations, etc.

Token	Meaning
<scene>	Scene name
<layer>	Maya Render Layer name
<camera>	Render camera name
<aov>	AOV or LPE name
<aovdir>	This will write AOVs to named sub-directories
<f4>	Frame padding, 4 in this case, can be omitted for no padding or use lower numbers
<ext>	File type extension
<ws>	Maya's current workspace, the file path in your project
<version>	Inserts the version number specified above
<take>	Inserts the take number specified above
<date>	Current date
<assetlib>	Path to the standard RenderMan Asset Library
<file>	Scene file name
<frame>	Decimal frame number
<jobid>	Unique job identifier
<shape>	Short shape name (all instances have the same shape name)
<shapepath>	Long shape name (all instances have unique shapepath names)
<time>	Current time
<udim>	UDIM identifier (only substituted at render time)
<imagedir>	This contains the full image output directory
MAPID	Generic texture atlas identifier (only substituted at render time)

Environment Variables

Environment variables must start with the $ sign and only use capitals, numbers and "_" characters:

- `$RMANTREE/bin/txmake`: returns the path to the txmake utility.
- Curly braces can also be used for composition:
    - `${SHOW}_assets/<shape.assetName>/<shape.assetVersion>/tex/<shape>_diff.<udim>.tex`

Retrieving attribute values

RfM does not support TCL expression anymore but allows for attribute evaluation:

- `<shape.time>` returns the value of the 'time' attribute on the shape node ('shape' as opposed to the 'transform' node).
- It is also possible to format numerical attribute values by specifying a formatting string:
    - `<shape.time:%04d>`: if time's value is `12.2`, this will return `0012`.
    - This is using python's standard format specifiers.