

RenderMan Shelf

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



Button	Menu	Description
	- Preview Render - Batch Preview Render	Start a preview render.
	- Stop IPR - Flush Texture Cache - Render Selected Objects Only - Camera - Resolution	Start interactive preview rendering. Choose the camera to render from. Also render only selected objects (this selection also applies to preview rendering)
		Open the Image Tool , 'It'
		Open the Localqueue render manager
	- Auto-Place Lights - PxrRectLight - PxrDiskLight - PxrDistantLight - PxrSphereLight - PxCylinderLight - PxrAovLight	Create a new light. Auto-place lights allows lights to be created at the selected object in the viewport instead of the origin.
	- PxrDomeLight - PxrPortalLight - PxrEnvDayLight	Create a new dome , portal or day light.
		Make the selected geometry into a mesh light .
	- PxBarnLightFilter - PxrBlockerLightFilter - PxrCookieLightFilter - PxrGoboLightFilter - PxrIntMultLightFilter - PxrRampLightFilter - PxrRodLightFilter	Create a light filter and attach it to selected lights

	- PxrSurface - PxrLayerSurface - PxrMarschnerHair - PxrDisney - PxrConstant - PxrDisplace	Create a surface and attach to selected geometry
	- Create PxrVolume - Create OpenVDB Visualizer - Create Volume Box - Create Volume Sphere - Create Volume Cone	Create a PxrVolume or an OpenVDB Visualizer.
	- Create Holdout - Remove Holdout	Create a holdout from the selected geometry
	- Export Selected for GPU caches... - Export Scene for GPU caches... - Export Selected for Imported/Referenced caches... - Export Scene for Imported/Referenced caches...	Create a RenderMan Archive
		Open the Dynamic Shader Binding editor
		Open the Texture Manager
		Open the Preset Browser
		View statistics for the last render
		Load the RenderMan for Maya plug-in
		Open the RenderMan documentation in a web browser