



















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
	<ul style="list-style-type: none"> Preview Render Batch Preview Render 	Start a preview render.
	<ul style="list-style-type: none"> Stop IPR Flush Texture Cache Render Selected Objects Only Camera Resolution 	<p>Start interactive preview rendering. Choose the camera to render from.</p> <p>Also render only selected objects (this selection also applies to preview rendering)</p>
		Open the Image Tool , 'It'
		Open the Localqueue render manager
	<ul style="list-style-type: none"> Auto-Place Lights PxrRectLight PxrDiskLight PxrDistantLight PxrSphereLight PxCylinderLight PxrAovLight 	<p>Create a new light.</p> <p>Auto-place lights allows lights to be created at the selected object in the viewport instead of the origin.</p>
	<ul style="list-style-type: none"> PxrDomeLight PxrPortalLight PxrEnvDayLight 	Create a new dome , portal or day light.
		Make the selected geometry into a mesh light .
	<ul style="list-style-type: none"> PxBarnLightFilter PxrBlockerLightFilter PxrCookieLightFilter PxrGoboLightFilter PxrIntMultLightFilter PxrRampLightFilter PxrRodLightFilter 	Create a light filter and attach it to selected lights

	<ul style="list-style-type: none"> PxrSurface PxrLayerSurface PxrMarschnerHair PxrDisney PxrConstant PxrDisplace 	Create a surface and attach to selected geometry
	<ul style="list-style-type: none"> Create PxrVolume Create OpenVDB Visualizer Create Volume Box Create Volume Sphere Create Volume Cone 	Create a PxrVolume or an OpenVDB Visualizer.
	<ul style="list-style-type: none"> Create Holdout Remove Holdout 	Create a holdout from the selected geometry
	<ul style="list-style-type: none"> 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