

RenderMan Shelf

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




Rendering





| Button | Menu | Description |
|--------|---|--|
| | <div><div>R</div>Preview Render</div> <div><div>R</div>Batch Preview Render</div> | Start a preview render. |
| | <div><div>■</div>Stop IPR</div> <div><div>⚡</div>Flush Texture Cache</div> <div><div>■</div>Render Selected Objects Only</div> <div><div>📷</div>Camera ▶</div> <div><div>🖥️</div>Resolution ▶</div> | 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 |

Lighting

| Button | Menu | Description |
|--------|--|---|
| | <div><div>■</div>Auto-Place Lights</div> <div><div>■</div>PxrRectLight</div> <div><div>●</div>PxrDiskLight</div> <div><div>⌵</div>PxrDistantLight</div> <div><div>●</div>PxrSphereLight</div> <div><div>⌵</div>PxrCylinderLight</div> <div><div>●</div>PxrAovLight</div> | Create a new light . Auto-place lights allows lights to be created at the selected object in the viewport instead of the origin. |
| | <div><div>■</div>Auto-Place Portals</div> <div><div>☀️</div>PxrDomeLight</div> <div><div>📺</div>PxrPortalLight</div> <div><div>🌐</div>PxrEnvDayLight</div> | Create a new dome , portal or day light . |
| | | Make the selected geometry into a mesh light . |












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|  | <ul style="list-style-type: none"> Parent filter to light PxrBarnLightFilter PxrBlockerLightFilter PxrCookieLightFilter PxrGoboLightFilter PxrIntMultLightFilter PxrRampLightFilter PxrRodLightFilter | Create a light filter and attach it to selected lights |
|---|---|--|

Shading



| Button | Menu | Description |
|---|--|--|
|  | <ul style="list-style-type: none"> PxrSurface PxrLayerSurface PxrMarschnerHair PxrConstant PxrDisneyBsdF PxrDisney LamaSurface PxrDisplace | Create a surface and attach it to the 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"> PxrStylizedLines PxrStylizedHatching PxrStylizedToon PxrStylizedControl | Stylized Looks |

Archive / Texture / Statistics

| Button | Menu | Description |
|--------|------|-------------|
|--------|------|-------------|

| | | |
|--|---|---|
|  |  Export Selected for GPU caches...  Export Scene for GPU caches...  Export Selected for Imported/Referenced caches...  Export Scene for Imported/Referenced caches... Alembic Reference Pose  Import GPU cache... | Create a RenderMan Archive |
|  | | Open the Dynamic Shader Binding editor |
|  | | Open the Texture Manager |
|  | | Open the Preset Browser |
|  | | Live Statistics |
|  | | View statistics for the last render |

Plugin / Help

| Button | Menu | Description |
|---|------|---|
|  | | Load the RenderMan for Maya plug-in |
|  | | Open the RenderMan documentation in a web browser |