

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
	 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

Lighting

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

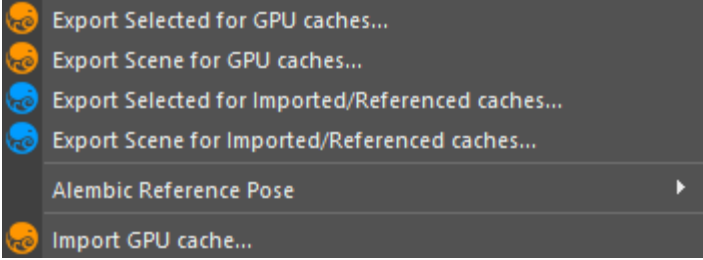
	- Parent filter to light - PxrBarnLightFilter - PxrBlockerLightFilter - PxrCookieLightFilter - PxrGoboLightFilter - PxrIntMultLightFilter - PxrRampLightFilter - PxrRodLightFilter	Create a light filter and attach it to selected lights
---	---	--

Shading

Button	Menu	Description
	- PxrSurface - PxrLayerSurface - PxrMarschnerHair - PxrConstant - PxrDisneyBsdF - PxrDisney - LamaSurface - PxrDisplace	Create a surface and attach it to the 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
	- PxrStylizedLines - PxrStylizedHatching - PxrStylizedToon - PxrStylizedControl	Stylized Looks

Archive / Texture / Statistics

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

		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