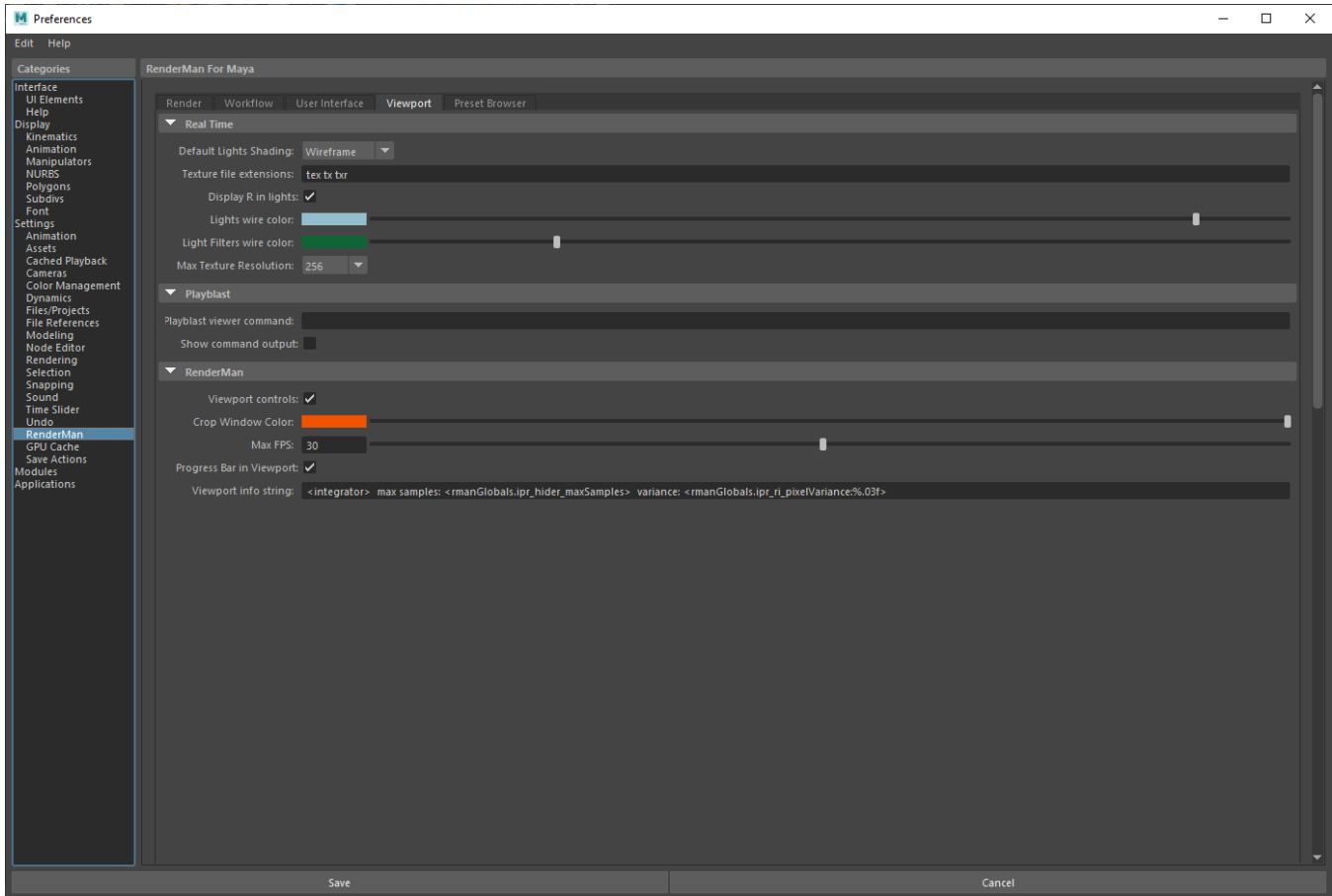


Prefs - Viewport



Real Time

Default Lights Shading

Default mode for light creation, wireframe or shaded.

Texture File Extensions

The extensions used to identify the displayed texture files. We default to RenderMan compliant types.

Display R in lights

Toggle for displaying the R logo on RenderMan lights.

Lights Wire Color

The color of the lines used to display these objects in the Viewport

Light Filters Wire Color

The color of the lines used to display these objects in the Viewport

Max Texture Resolution

The maximum resolution of displayed textures in the Viewport. Higher resolutions will impact performance, especially if many are to be displayed. This does not affect IPR rendering to the Viewport.

Viewport Controls

Show the controls for rendering to Viewport 2.0 in the icon bar of the panel.

Playblast

Playblast Viewer Command

Select an executable and use # to denote frame numbers and padding to pass along.

Show Command Output

Print the command into the script editor.

RenderMan

Viewport Controls

Display the RenderMan control icons in the viewport panel.

Crop Window Color

Select your preferred color for drawing a crop window.

Max FPS

Limit the frame rate to avoid some issues with lag or phantom mouse.

Progress Bar in Viewport

A small bar will show frame progress at the bottom of the viewport and be disabled here.

Viewport Info String

You can display useful information in the viewport, you can choose this based on selections here using the tokens provided from the Workspace Render Tab. The default is the maximum amount based on space to fit the output