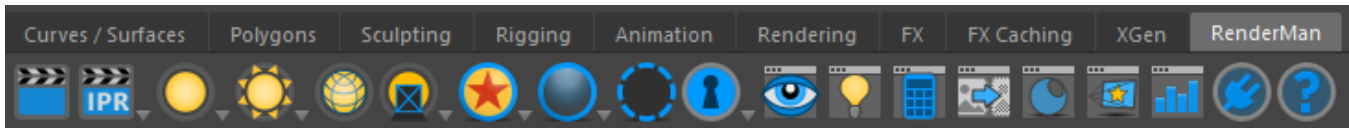























RenderMan Shelf

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



Button	Menu	Description
		Start a preview render.
	<ul style="list-style-type: none"> Stop IPR Camera ▶ Resolution ▶ Update Mode ▶ 	Start interactive preview rendering.
	<ul style="list-style-type: none"> PxrRectLight PxrDiskLight PxrDistantLight PxrSphereLight PxrAovLight 	Create a new light .
	<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 	Create a surface and attach to selected geometry
	<ul style="list-style-type: none"> Create PxrVolume Create OpenVDB Visualizer 	Create a PxrVolume or an OpenVDB Visualizer.
		Create a holdout from the selected geometry

	<div>  Create Archive </div> <div>  Update Archive </div>	<p>Create an archive from the objects below the selected transform.</p> <p>If nothing is selected, create a stand-alone archive node to reference an existing archive.</p> <p>Update the contents of the archive if the original geo is still present in scene.</p>
		Open the Image Tool , 'It'
		Open the Light Lister
		Open the Dynamic Rule Editor
		Open the Texture Manager
		Open the Preset Browser
		Open the Projection Editor
		View statistics for the last render
		Load the RenderMan for Maya plug-in
		Open the RenderMan documentation in a web browser