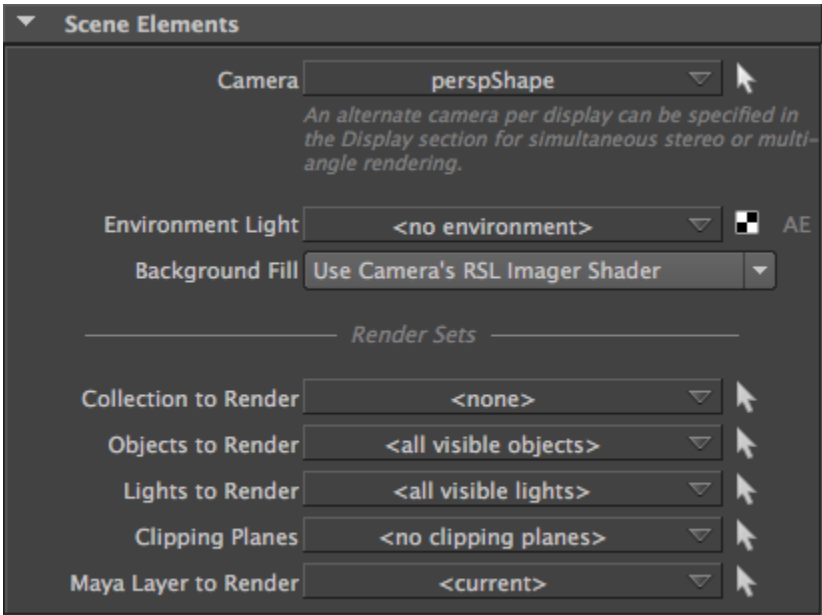


Scene Elements

Scene Elements



Scene Elements

Camera

Output: [Image Layers \(AOVs\)](#)
1perspShape

Environment Light

Environment shapeGlobal IlluminationMaya (*Reflected Color*)
Environment shape

Background Fill

Option	Description
None	
Use Environment Light's Color / Texture	Environment Light
Use Camera's RSL Imager Shader	CameraRenderMan imager shaderImagerMental Ray Environment shaderBackground

Render Sets

()
Render Sets[Render Engine](#)Render Mode
RIBRIB Archive

Collection to Render

Collection"<none>"[Understanding Collections](#)

Objects to Render

Maya'<all visible objects>'

Lights to Render

Maya'<all visible objects>'

Clipping Planes to Render

Maya'<no clipping planes>'

Layer to Render

Maya *Objects to Render,Lights to Render,Clipping Planes to Render*

Maya

'<current>'Maya



'Layer to Render' '<current>'