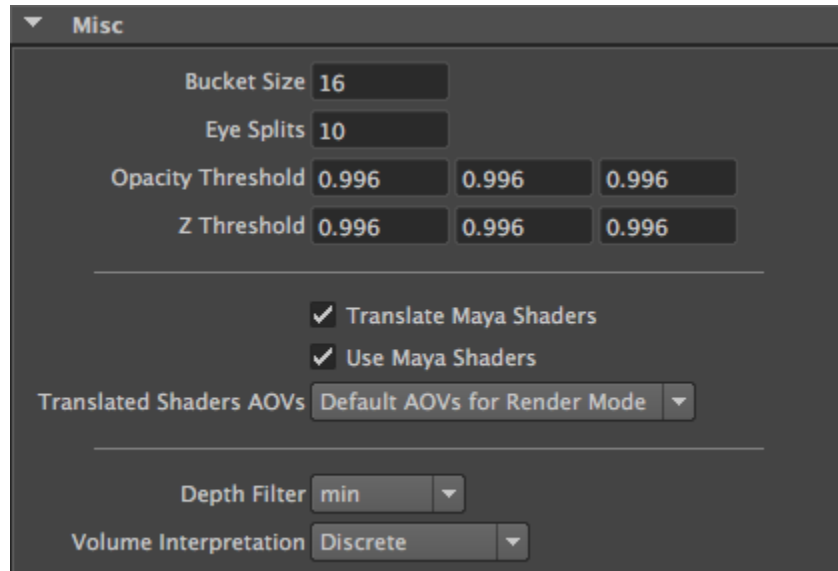


Advanced: Misc

Overview

The *Misc* group of attributes offers options that are 1) more general in nature, 2) not as essential and 3) experimental. It could also offer those it is not decided where to place them yet.



Misc group

Bucket Size

3Delight renders the image in small regions called “buckets”. This attribute, expressed in pixels, controls the size of those square regions. The default size is 16, which usually is the best balance between memory usage and performance for *3Delight*'s render engines. We do not recommend changing this.

Eye splits

Sets the maximum number of geometry splits for objects that cross the “eye-plane”. A more complete discussion about eye-splits can be found in [3Delight-UserManual.pdf](#).

Opacity Threshold

Specifies a surface opacity value above which a surface is considered opaque. This gives the opportunity for *3Delight* to cull more geometry in very dense regions (such as patches of fur). The default value of (0.996, 0.996, 0.996) is a good quality vs. performance trade-off.

Z Threshold

Controls the opacity value of the objects used for the Z output. Only objects with opacities greater than or equal to the 'Z Threshold' will be used in the Z output. The main reason to modify the default value of [0.996, 0.996, 0.996] is when using the 'zmin' or 'zmax' pixel filters with transparent or semi-opaque objects. If this value is set to [0.0, 0.0, 0.0] all objects will be included in the Z output, even completely transparent ones. Note that changing the Z output can affect some raytracing operations. For users familiar with the *RenderMan* standard, this is the equivalent of the following *RiOption*:

```
Option "limits" "zthreshold" [r g b]
```

Translate Maya Shaders

Controls if the translation from *Maya*'s *HyperShade* shaders to *RenderMan* shaders occurs. When turned off, the translation process is skipped but the renderer might still look for the translated shaders, depending on the value of the *Use Maya Shader* attribute. By default, this attribute is on.

Use Maya Shaders

Controls if the renderer will look for translated *Maya* shaders or not. By default, this attribute is on.

Translate Shaders AOVs

Specifies which AOVs will be computed in translated *Maya* shaders. The available options are:

Option	Description
Default AOVs for Render Mode	When the <i>Render Mode</i> is set to <i>Render</i> or <i>Export RIB File and Render</i> , only the AOVs requested in the <i>Display</i> group of attributes will be computed. If the <i>Render Mode</i> is set to <i>Export RIB Archive Only</i> , all predefined AOVs will be computed in the translated shaders if they are requested for output in the <i>Display</i> group of attributes. See Render Engine and Output: Image Layers (AOVs) . This is the default.
Defined AOVs only	Only the AOVs defined in the Output section of the render pass will be computed in translated shaders, regardless of the selected <i>Render Mode</i> (see Render Engine).
All AOVs	All predefined and displayed AOVs will be computed in the translated shaders. While more flexible, this can result in slightly slower rendering times as the renderer needs to verify if each one of the AOV is being displayed before it is computed.

Depth Filter

This attribute offers the same control as the light attributes node's "depth filter" attribute. Note that setting the render pass' depth filter attribute will have no effect on any shadow maps except when a shadow map output is requested in the Output section of render pass. In other words, if a render pass does not output 'shadowmap' image format, no shadow maps will be affected by this attribute. Refer to [Shadow Maps](#) for details about the functionality and available values of *Depth Filter*.

Volume Interpretation

This attribute will affect only deep shadow maps output from the render pass. Deep shadow maps defined in light attributes nodes will not be affected by this parameter. Please refer to [Shadow Maps](#) for details about the *Volume Interpretation* functionality and available values.