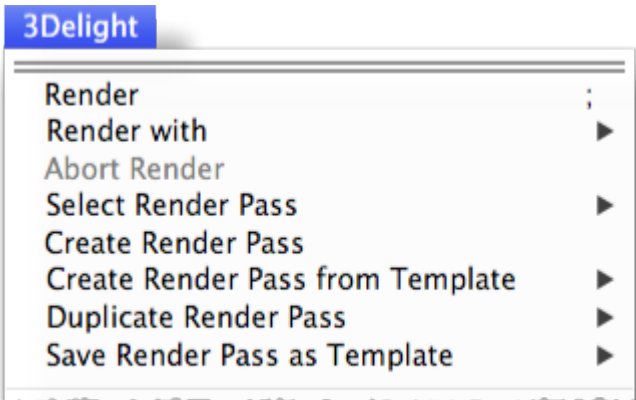


Managing Render Passes

There are several ways in *3Delight for Maya* to create, select and render *Render Passes*:

- 1. Using the *3Delight Menu* (from the *Maya* menu bar)
- 2. Using the *3Delight Shelf*
- 3. Using the *Render Settings* window
- 4. Using the *Attribute Editor*


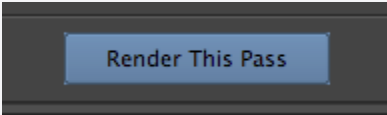
But only the *3Delight Menu* offers all the options in one place. We will use it as a guide to explain each option available to manage *Render Passes*. And for each option, we will indicate the alternate ways available in *3Delight for Maya* to perform the same action.

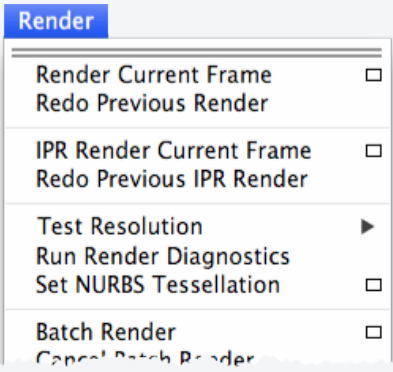


3Delight Menu items for Managing Render Passes

Render
Render with


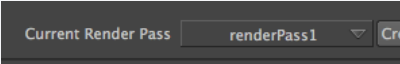
The *Render* menu item selects *3Delight* as the current renderer and starts a render using the active *Render Pass* in the *Render Settings* window. Whereas the *Make Active and Render* sub-menu list all the *Render Passes* in the scene; selecting one selects *3Delight* as the current renderer, makes the select *Render Pass* active in the *Render Settings* window and renders it. *3Delight for Maya* also offers a few additional ways to launch a render:

 (in the 3Delight Shelf)	Clicking on this <i>3Delight Shelf</i> button selects <i>3Delight</i> as the current renderer and starts a render using the active <i>Render Pass</i> in the <i>Render Settings</i> window. This is the same operation done by choosing the <i>3Delight > Render</i> menu item. Right-clicking on the button instead pops up a menu listing all the <i>Render Passes</i> in the scene; selecting one makes it active and renders it. The same operation is done by choosing an item under the <i>3Delight > Render with ></i> sub-menu.
 (in the Attribute Editor)	When a <i>Render Pass</i> is displayed in the <i>Attribute Editor</i> , a rendering can be launched simply by clicking on the <i>Render This Pass</i> button located at the top of the editor. In this instance, it selects <i>3Delight</i> as the current renderer, it make the <i>Render Pass</i> displayed in the <i>Attribute Editor</i> active in the <i>Render Settings</i> window, and renders it.

 <p>(Maya's Render Menu)</p>	<p>If Maya's current renderer in the <i>Render Settings</i> is set to '3Delight', selecting <i>Render Current Frame</i> or <i>Batch Render</i> will launch a rendering using the active <i>Render Pass</i> as set in the '3Delight' tab of the <i>Maya Render Settings</i> window.</p>
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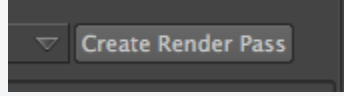
Select Render Pass

This item is to select a *Render Pass* node and have it displayed in the *Attribute Editor*. It pops up a menu listing all *Render Pass* in the scene. The active *Render Pass* in the *Render Settings* window is identified by a check mark in this menu. *3Delight for Maya* also offers one additional way to select a *Render Pass*:

 <p>(in the 3Delight Shelf)</p>	<p>This button serves the same function: pops up a menu listing all <i>Render Pass</i> in the scene. The active <i>Render Pass</i> in the <i>Render Settings</i> window is identified by a check mark in this menu. Selecting one displays it in the <i>Attribute Editor</i>.</p>
 <p>(in Render Settings)</p>	<p>This function is <u>not</u> entirely equivalent: In Render Settings you can select a <i>Render Pass</i> that will be displayed in that window only (<u>not</u> in the <i>Attribute Editor</i>). This is not to be confused with the <i>Select Render Pass</i> we have just explained.</p>

Create Render Pass

Creates a new *Render Pass* with all available attributes set to their default values. *3Delight for Maya* also offers a few additional ways to create a *Render Pass*:

 <p>(in the 3Delight Shelf)</p>	<p>Clicking on this shelf button creates a new <i>Render Pass</i> with all available attributes set to their default values. Right-clicking on this button instead is the equivalent to <i>Create Render Pass from Templates</i> explained below.</p>
 <p>(in Render Settings)</p>	<p>It is also possible to create a new <i>Render Pass</i> using the <i>Create Render Pass</i> button at the top of the <i>3Delight</i> tab in the <i>Render Settings</i> Window.</p>

Create Render Pass from Template

This item displays a sub-menu listing all *Render Pass Templates*. Selecting one will create a new *Render Pass* using that template. *3Delight for Maya* also offers one additional way to create a *Render Pass* from the list of templates:



(in the 3Delight Shelf)

Right-clicking on this shelf button pops up a menu listing all *Render Pass Templates*; selecting one will create a new *Render Pass* using that template.

Duplicate Render Pass

This item displays a sub-menu listing all the *Render Passes* in the scene (not the templates). Selecting one will duplicate it.



When a new *Render Pass* node is created using *Create Render Pass*, *Create Render Pass from Template* or *Duplicate Render Pass*, but not when using the *Create Render Pass* in the *Render Settings* window, it is automatically selected in *Maya* upon creation and displayed in the *Attribute Editor* where it can be given a new name. Also, the *Create* and *Select Render Pass* buttons do not make them active in the *Render Settings* window (and thus will not be the ones rendered using the *Render* button and menu item).

Save Render Pass as Template

A *Render Pass* can be saved as a template to add it to the list of templates. All templates are listed in the *Create Render Pass from Template* menu. This could be useful for example to create a standard pre-defined *Render Pass* across multiple scenes or across multiple projects. To create a *Render Pass* template, first create a *Render Pass*, rename it and configure its attributes as desired. Then select that *Render Pass* in the sub-menu *Save Render Pass as Template* to save it. This menu item lists all *Render Pass* in the scene. Clicking on one saves it as a template. It will now be available across multiple scenes.



Each template is saved in a separate file in the template folder as specified in the [3Delight Data Locations](#) window. The default location puts it inside the *Maya Project*, which is good if you want to share the templates among all the scenes in your project. But is not a good location if you want to share these templates among different projects. In this case, you are advised to change it to a location of your choice (outside of the *Maya Project*).