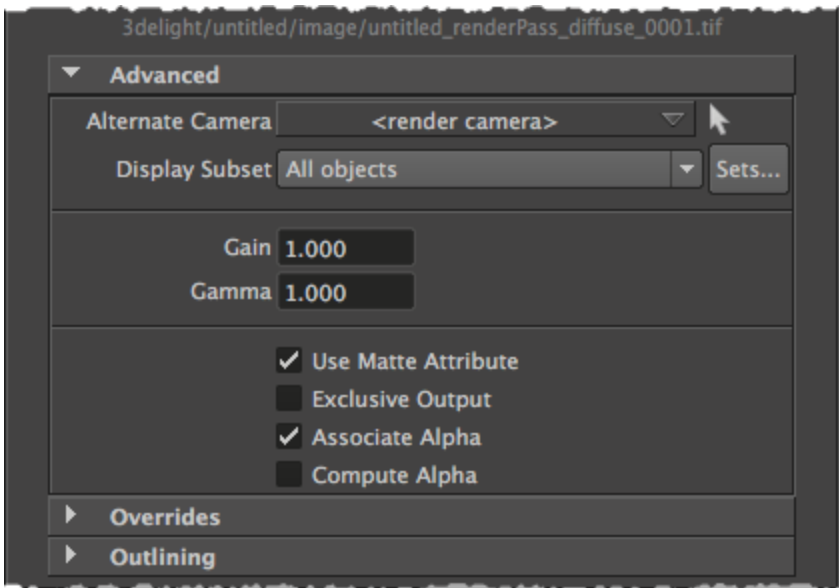


Layers Advanced



A layer's Advanced attributes

Alternate Camera

Specifies a different camera than the *Render Camera* (specified in the [Scene Elements](#) group) to be used for this image layer. This allows simultaneous output of multi-camera angle or stereoscopic rendering. For best performance, it is recommended to keep as many layer as possible set to *<render camera>*. For instance, when working with a stereoscopic project that has a "left eye" camera and a "right eye" camera, it is preferable to set the *Scene Elements' Render Camera* to the "left eye" camera, and alter the value of the layer's *Alternate Camera* only for the ones needing the "right eye" camera (instead of having all layers overriding the render camera with either the "left eye" or the "right eye" camera). By default, the *render camera* is used.

Display Subset

Specifies one or several *Maya* sets to use to narrow down what objects will appear in the image layer. Set selection is made using the *3Delight Set Selector* window which is invoked by clicking on the *Sets...* button. The "Display Subset" option menu specify how the selected sets will be interpreted. The options are:

All Objects	All visible objects will appear in the image layer, disregarding any sets selection made in the <i>3Delight Set Selector</i> . This is the default.
Objects in selected sets	Only visible objects in the selected <i>Maya</i> sets will appear in the image layer.
Objects not in selected set	Only visible objects that are not in the selected <i>Maya</i> sets will appear in the image layer. Put differently, all objects in the selected sets will be excluded from the image layer.

Gain

Specifies the gain. Each rendered pixel's color will be multiplied by this value.

Gamma

Specifies the gamma. Each rendered pixel's color, once affected by "Gain", goes through a power function whose exponent is $1 / \text{"Gamma"}$.

Use Matte Attribute

When this toggle is off, any matte attribute set on objects will be ignored. This toggle is on by default. This toggle allows the user to output both the beauty and the beauty with mattes applied, all in one render. This can be done by adding two *RGBA* layers and enabling this toggle in one of the two layers. Refer to the *matte* attribute in [Visibility](#).

Exclusive Output

When this toggle is off, objects that do not output that variable will be black. Turning this option on will make these objects transparent. This toggle is off by default.

Associate Alpha

When this toggle is off, the color of a pixel is divided by the alpha to produce an image with an "unassociated alpha" channel. By default, this toggle is on. (Associated alpha is also called "Premultiplied alpha").

Compute Alpha

When this attribute is on, an alpha channel is added to the AOV. It is computed based on the existence of the output variable for a given object. This toggle is off by default. Usually, when this toggle is on, it is recommended to turn off *Associate Alpha*. This attribute has no effect on a layer that uses the "RGBA" output variable.