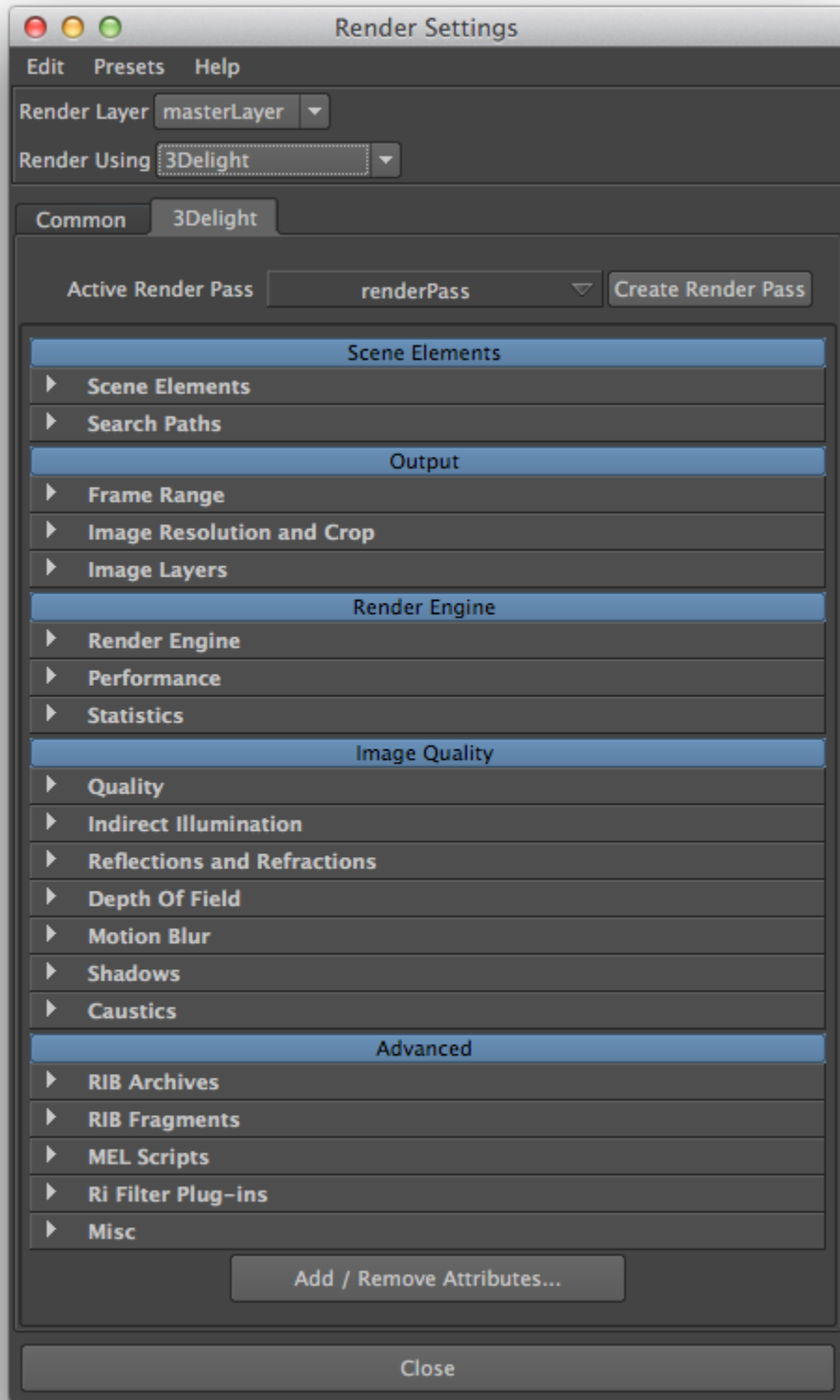


The Render Settings

Overview

The *3Delight* rendering options are accessible in *Maya's Render Settings* window once '3Delight' is set as the current renderer. This is done by selecting '3Delight' in the *Render Using* option menu.



The 3Delight tab in Maya's Render Settings window

The Five Categories of Rendering Attributes

All the rendering options are stored as attributes and are grouped into the five categories; here is an overview of the purpose of each category:

Scene Elements – Specifies the scene elements to use for rendering, including the camera and environment.

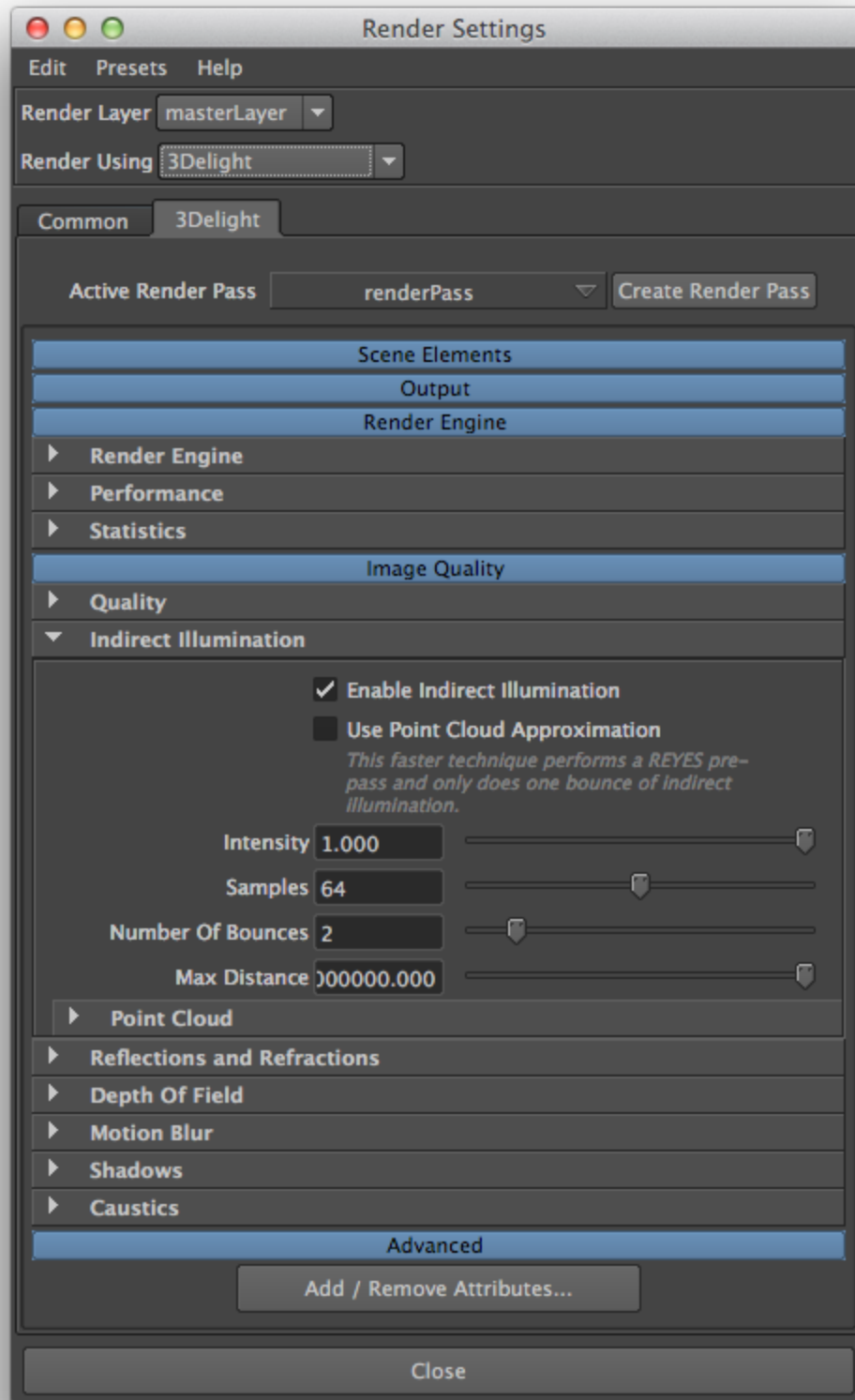
Output – Specifies the output of the renderer: layers of images, resolution and frame range.

Render Engine – Specifies the rendering engine to use and options over its operation.

Image Quality – Options specifically geared to affect the look of the image to be rendered.

Advanced – Options geared toward managing more elaborate rendering pipelines.

Clicking in the category (blue button) will collapse or expand the category to hide or show the groups it contains. In the above window, each category is shown as expanded. Each category contains a few groups of related attributes. They are drawn in a collapsable layout that is expanded or collapsed by clicking on the arrow on the left side of the group's label. Note that clicking on a category to show or hide its groups, it will do so without changing their expanded or collapsed state.



All elements collapsed except the "Render Engine" and "Image Quality" categories and the "Indirect Illumination" group.