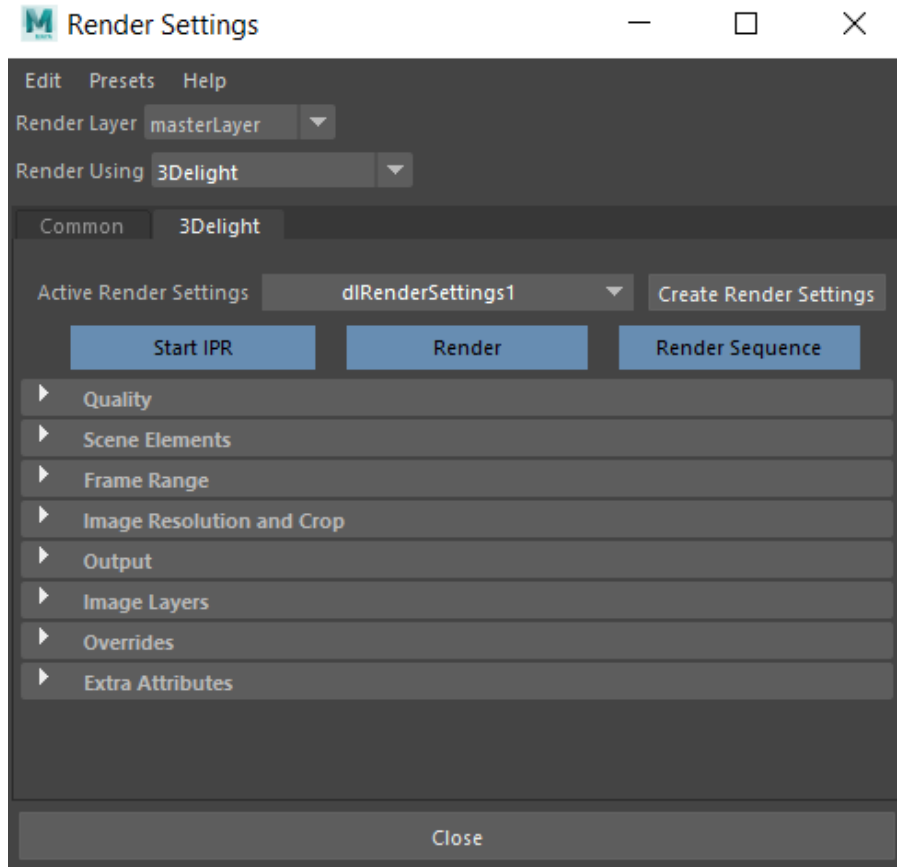


# Render Settings



*The 3Delight tab in the Maya Render Settings window*

The options defining the objects to render, rendering quality and image layers to produce are all contained as attributes of *3Delight Render Settings* nodes. Since they are regular *Maya* nodes, it is possible to define multiple *Render Settings* in a scene and quickly switch between them; they can also be selected, shown and renamed in the *Attribute Editor*, and deleted just like any other *Maya* node.

It is of course possible to use a single *Render Settings* and edit it through the *Maya Render Settings* window, which is the usual setup for a *Maya* renderer.

## Creating and Editing Render Settings

### Using the *Maya Render Settings* window

Open the *Maya Render Settings* window and set *Render Using* to '3Delight'. Then, select the *3Delight* tab.

The *Active Render Settings* option menu lists all existing *Render Settings*; the selected one has its attributes shown below, and will be used for rendering unless a specific *Render Settings* is requested when starting the rendering. Click *Create Render Settings* to create a new one.


### Outside the *Maya Render Settings* window

Create a new *Render Settings* by either:

- clicking  in the *3Delight Shelf*, or
- choosing *3Delight Create Render Settings*.

The new *Render Settings* is shown in the *Attribute Editor*.

Select an existing *Render Settings* by either:

- clicking  in the *3Delight Shelf*, or
- choosing the relevant item under *3Delight Select Render Settings*.

The selected *Render Settings* is shown in the *Attribute Editor*.

## Render Settings Attributes

The rendering options are grouped into the following categories:

- Quality** – Contains all the settings related to image quality (filtering, sampling, etc... ).
- Scene Elements** – Specifies the scene elements to use for rendering, including the camera and environment.
- Frame Range** – Specifies the frame range to be rendered.
- Resolution and Crop** – Specifies a crop region and optionally different resolution than selected in *Maya's Common* render settings.
- Output** – Specifies whether we are outputting to iDisplay, Image file or NSI file, as well as the path where files are being exported.
- Image Layers (AOVs)** – Specifies the image layers (AOVs) to output, including Multi-Light output.
- Overrides** – Specifies overrides to various settings to obtain quick interactive renders.

## Rendering the Scene

The *Render* button above all attributes in the *Render Settings* can be used to start or abort renderings. Clicking on the arrow near its right end allows changing the button operation. See [Rendering with 3Delight](#) for more information about the rendering modes, and the other means to start a rendering job.

## Using multiple Render Settings

Although it is not necessary to have multiple *Render Settings*, having the possibility to use many such settings gives increased flexibility of rendering in the production pipeline. As an example, multiple render settings could be used to:

- Have multiple rendering quality levels. It is usual to have a Render Settings configured for a draft render and another one for high quality render.
- Split rendering of different objects in the scene (such as foreground and background objects). In this case, a Render Settings is equivalent to the rendering of a layer which might be composited in a compositing software later in the pipeline.