Frame Range

During live rendering (IPR mode), *3Delight for Maya* always renders the current frame and the settings of this section have no effect.

This section controls which frame(s) to render when launching a rendering.



The Frame Range group.

Frame Range

Specifies the range of frames to render (bounds are inclusive). The default range is [1..1]. Render sequence button is used to render the specified frames. If Render button is pressed, it will only render the current frame.

Increment

Specifies the increment to use when going from one frame to the next in the frame range. For example, if the frame range is [1..6] and the increment is 2, only the following frames will be rendered: 1, 3, 5, 6 (note that the first and last frame are not skipped). The default increment is 1.