

Batch Rendering (OSL)

Maya's 'Render' Command Line

3Delight renderings can be launched using Maya's **Render** command line. To render a scene with OSL shaders, the **'-r 3delightOSL'** option must be provided. The following command lists the parameters supported by the 3Delight for Maya plug-in:

Render -r 3delightOSL -help

Issuing the **Render** command with only the **'-r 3delightOSL'** option will render the [Render Pass \(OSL\)](#) that is active in the *Render Settings* window when the scene was saved. Some of its settings can be overridden by command line options listed below. If you need to set a *Render Pass* attribute that is not listed, please send a request to technical support.

Render Pass Selection	
-rp <string>	Specify the <i>Render Pass (OSL)</i> or a comma-separated list of <i>Render Passes (OSL)</i> to render. Specifying "all" will sequentially render all <i>Render Passes (OSL)</i> defined in the scene. Examples: <pre>-rp pass1 -rp pass1,pass2 -rp all</pre>  Because this option defines which <i>Render Passes</i> will be edited by subsequent flags, it should be specified right after the '-r 3delight' option.
-rl boolean string	boolean: Render all renderable <i>Maya render layers</i> when true; when false (or empty string) only the masterLayer will be rendered. string: Render only specified <i>Maya render layers</i> in a comma-separated list of layers. The default is to render all renderable layers.
Frame Range	
-s <int>	Set the first frame to render.
-e <int>	Set the last frame to render.
-inc <int>	Set the frame increment.
RIB Export	
-ribfile <string>	Specify the RIB filename to create.
-ribbin <boolean>	Output a binary RIB file when true, or an ASCII RIB file when false.
Shave & Haircut	
-3dfmshave <boolean>	Load or unload the 3dfmShave plugin.
Maya Fur	
-bff <boolean>	Bake all <i>Maya Fur</i> attribute maps before rendering.

3Delight's 'renderdl' Command Line*

Batch rendering can also be launched using 3Delight's standalone renderer **renderdl** provided the scene have been exported to a RIB File using the [Render Engine's Render Mode : Export RIB File Only](#). When rendering using the command line **renderdl**, many parameters are supported to further control aspects of the rendering process. The following command lists the available parameters:

renderdl -h

For a complete description of 3Delight's standalone renderer **renderd1** refer to [3Delight Studio Pro User Manual.pdf](#) (in the PDF: chapter 3.1 Using the RIB Renderer - renderd!).

**Available with 3Delight Studio Pro package*