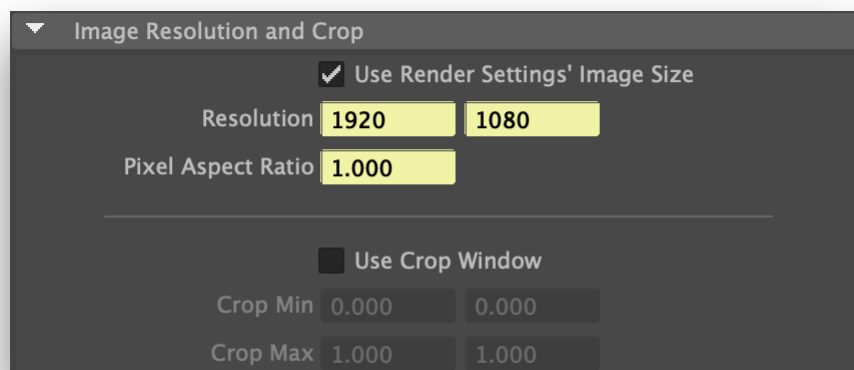


# Image Resolution and Crop

The *Image Resolution and Crop* group of settings controls the resolution of the rendered image and what portion of it is rendered.



*The Image Resolution and Crop group*

## *Use Resolution from Render Globals*

When this toggle is on, the *Resolution* and the *Pixel Aspect Ratio* attributes will be assigned the same values as the ones specified in *Maya Render Globals*. This toggle is on by default.

## *Resolution*

The final resolution of the rendered image. By default it is connected to the resolution specified in *Maya Render Globals*.

## *Pixel Aspect Ratio*

The ratio of the height of a pixel to its width. Square pixels have a ratio of 1.0. Ratios smaller than 1 correspond to wide pixels, while ratios higher than 1 yield tall pixels. By default, the *Pixel Aspect Ratio* is derived from the settings in *Maya Render Globals*.

## *Use Crop Window*

When this toggle is on, the portion of the image rendered is restricted to the area defined by *Crop Min* and *Crop Max*. This toggle is off by default.

## *Crop Min* *Crop Max*

Specifies a cropping region to use when rendering. The rendered region is defined by the top left corner specified by *Crop Min* and the bottom right corner specified by *Crop Max*. Each corner is specified by (x, y) coordinates defined in the range [0, 1], where 0 is left or top and 1 is right or bottom. Cropping will be performed only if the *Use Crop Window* toggle is on. As an example, setting *Crop Min* to (0.25, 0.25) and *Crop Max* to (0.75, 0.75) will render a window in the centre of the image. By default, *Crop Min* is set to (0, 0) and *Crop Max* is set to (1, 1).