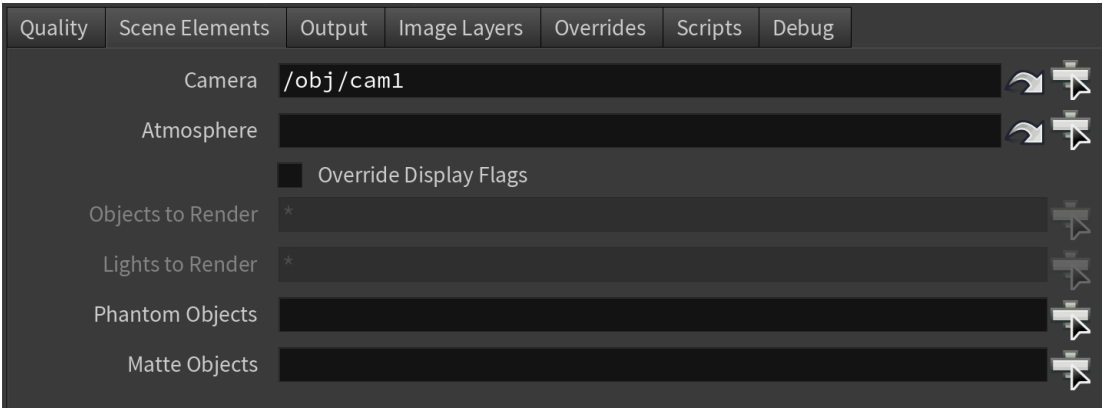


Scene Elements

The *Scene Elements* group of rendering attributes specifies which scene objects will be used for rendering. A particular render can include only a subset of the scene's objects and lights. This could be useful to render the scene in layers (foreground, background, ...) for later compositing. The attributes in this section control what objects to include in this render. Only the scene elements that are part of the selected sets will end up in the image.



The Scene Elements group

Camera

Specifies the camera that will be used for rendering. For simultaneous stereo camera rendering, create a stereo camera and select its transform for the list. At least one camera should be defined in the scene. The default camera selected for rendering is `perspShape`. Click the arrow button set the camera as the current *Houdini* selection.

Atmosphere

Specifies the atmosphere shader to use for the render. Usually, this is connected to [Atmosphere](#). Click the checker button, shown when no atmosphere is selected, to create a new 3Delight Atmosphere. Click the arrow button, shown when an atmosphere is specified, to set it as the current *Houdini* selection.

Override Display Flags

- OFF Only consider the Display Flag to decide which objects to render.
- ON Rely on *Objects to Render* and *Lights to Render* to decide which objects to render.

Objects to Render

Specifies which geo to render when the Override Display Flags is ON.

Lights to Render

Specifies which lights to render when the Override Display Flags is ON.

Phantom Objects

Specifies a list of objects that are invisible to camera rays but visible to all other rays.

Matte Objects

Specifies a list of Matte objects.