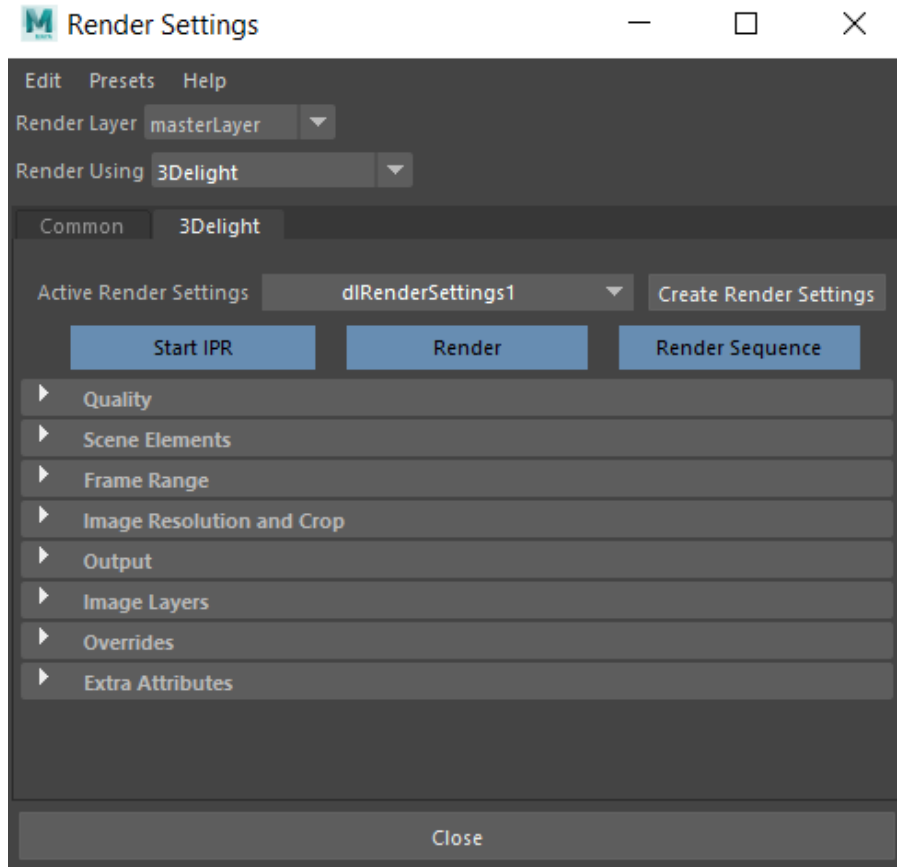# Render Settings

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.