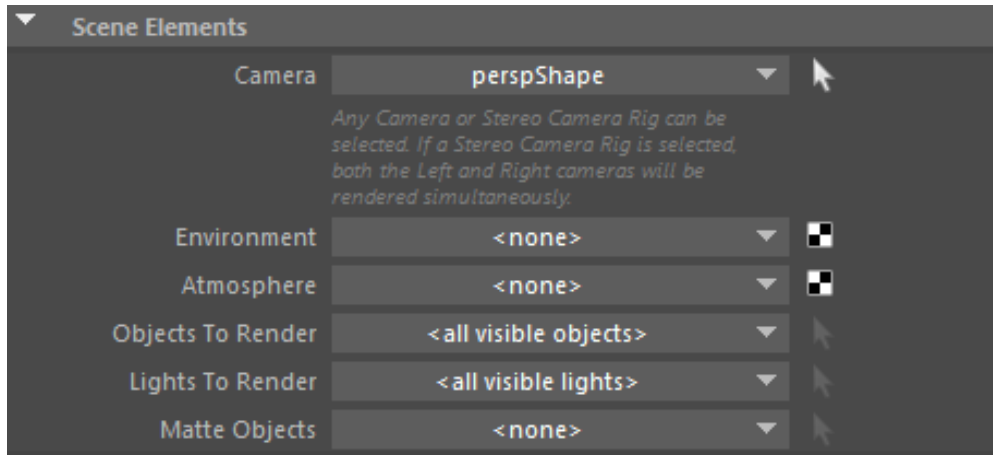# Scene Elements

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 *Maya* selection.

Environment

> The environment light to use for rendering. This will affect indirect illumination; the environment will also affect the *Reflected Color* attribute of *Maya* shaders. When no environment is specified in the option menu, clicking on the small checker button will create a new environment light. When an environment is specified in the option menu, the checker button is replaced by an arrow button; clicking it will set the environment light as the current *Maya* 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 *Maya* selection.

Objects to Render

> Specifies which *Maya* set to use for this render. By default, this attribute is set to '<all visible objects>'. Click the arrow button to set the specified objects to render set as the current *Maya* selection.

Lights to Render

> Specifies which *Maya* set to look for the lights to use for this render. By default, this attribute is set to '<all visible lights>'. Click the arrow button to set the specified lights to render set as the current *Maya* selection.

Matte Objects

> Specifies which *Maya* set to look for the members which will be rendered as matte objects (with an alpha of 0). By default, this attribute is set to '<none>'. Click the arrow button to set the specified matte objects to render set as the current *Maya* selection.