

Batch Rendering


Using Maya's Render Command Line

3Delight renders can be launched using Maya's **Render** command line with the '-r 3delight' option. If no additional parameters are provided on the command line, rendering will occur using the [Render Settings](#) that is active in the render settings window when the scene was saved.

The options contained in the *Render Settings* can be overridden using the command line interface. The following command is useful to list the parameters specific to the *3Delight for Maya* plug-in:

```
Render -r 3delight -help
```

Here is a description of the available parameters (refer to [Render Settings](#) for more information about the effect of each options):

Render Settings Selection	
<div><div>-rendersettings <string> -rs ?</div><div>Specifies the name of the <i>Render Settings</i> to render with. Multiple <i>Render Settings</i> can be specified using a comma-separated list of names. Specifying <i>all</i> will sequentially render all <i>Render Settings</i> defined in the scene. Examples: ex 1: Render -r 3delight -rendersettings settings1 ex 2: Render -r 3delight -rendersettings settings1,settings2 ex 3: Render -r 3delight -rendersettings all</div><div> Because this option defines which render settings will be edited by subsequent flags, it should be specified immediately after the '-r 3delight' option.</div></div>	
Mode	
<div>-export <string></div> <div>Export to the specified NSI file instead of rendering the images. The <string> parameter specifies the NSI filename to create.</div>	
Scene Elements (maybe remove all these options?)	
<div>-cam <string> not listed with -help</div> <div>Select <string> as the camera to be rendered.</div>	
<div>-objects <string> not listed with -help</div> <div>Set the objects set to render. Specify an empty string to render all visible objects.</div>	
<div>-lights <string> not listed with -help</div> <div>Set the lights set to render. Specify an empty string to render all visible lights.</div>	
Frame Range	
<div>-animation <boolean></div> <div>Toggle the rendering of the specified frame sequence (animation) on or off.</div>	
<div>-start <int> -s float ?</div> <div>Set the first frame to render. This implicitly sets -animation to true.</div>	
<div>-end <int> -e float ?</div> <div>Set the last frame to render. This implicitly sets -animation to true.</div>	

-inc <int> -increment float ?	Set the frame increment. This implicitly sets -animation to true.
Image Resolution and Crop	
-x <int> not listed with - help	Set the X resolution of the rendered image.
-y <int> not listed with - help	Set the Y resolution of the rendered image.
-par <float> not listed with - help	Specify the pixel aspect ratio of the rendered image.
-crop <boolean>	Controls if the specified crop window is used for rendering.
-cropmin <float> <float>	Set the top right corner position of the crop window in X and Y, respectively. This implicitly sets -crop to true.
-cropmax <float> <float>	Set the bottom left corner position of the crop window in X and Y, respectively. This implicitly sets -crop to true.
Quality (maybe remove all these options except pixel/shading samples?)	
- pixelsamples <int>	Set the number of pixel samples to use.
- shadingsample s <int>	Set the number of shading samples to use.
-pixelfilter <int> -pixlefilter <string> ?	Set the pixel filter type. The following values are available: <ul style="list-style-type: none"> • '0' Gaussian filter • '1' Mitchell filter • '2' Catmull-rom filter • '3' Sinc filter • '4' Box • '5' Triangle
-filterwidth <float>	Set the pixel filter width.
-maxdistance <float> -maxdistance <int> ?	Defines the maximum distance a ray can travel.
-motionblur <boolean> -motionBlur <boolean> ?	Toggle motion blur on or off.
Additional options not yet implemented	

-overrides	Enable the use of the Overrides options from the <i>Render Settings</i> (by default they are always ignored during batch rendering).
Performance	
-cpus <int>	Define the number of threads to use. The default is to use all available threads.
-texturememory <int>	Set the size of the texture memory cache, in megabytes.
-netcache <boolean> <small>maybe remove this and use netcache size instead (as in 3delight.config)</small>	Toggle the use of network cache on or off. (Use to override the setting in the 3delight.config configuration file.)
-netcachedirectory <string>	Set the network cache directory. (Use to override the setting in the 3delight.config configuration file.)
-netcachesize <int>	Set the network cache size, in gigabytes. (Use to override the setting in the 3delight.config configuration file.)
Progress	
-progress <boolean>	Toggle output of the rendering progress into the "shell".
MEL Scripts	
-prerender <string>	MEL script executed before rendering.
-postrender <string>	MEL script executed after rendering.
-preframe <string>	MEL script executed before each frame.
-postframe <string>	MEL script executed after each frame.

Using 3Delight's **renderdl** Command Line

Offline rendering can also be launched using *3Delight's* standalone renderer **renderdl** — provided the scene have been exported to a NSI File. To render a file named file.nsi, just type:

```
renderdl file.nsi
```

To read more about about the **renderdl** command line, refer to [Rendering NSI file](#).