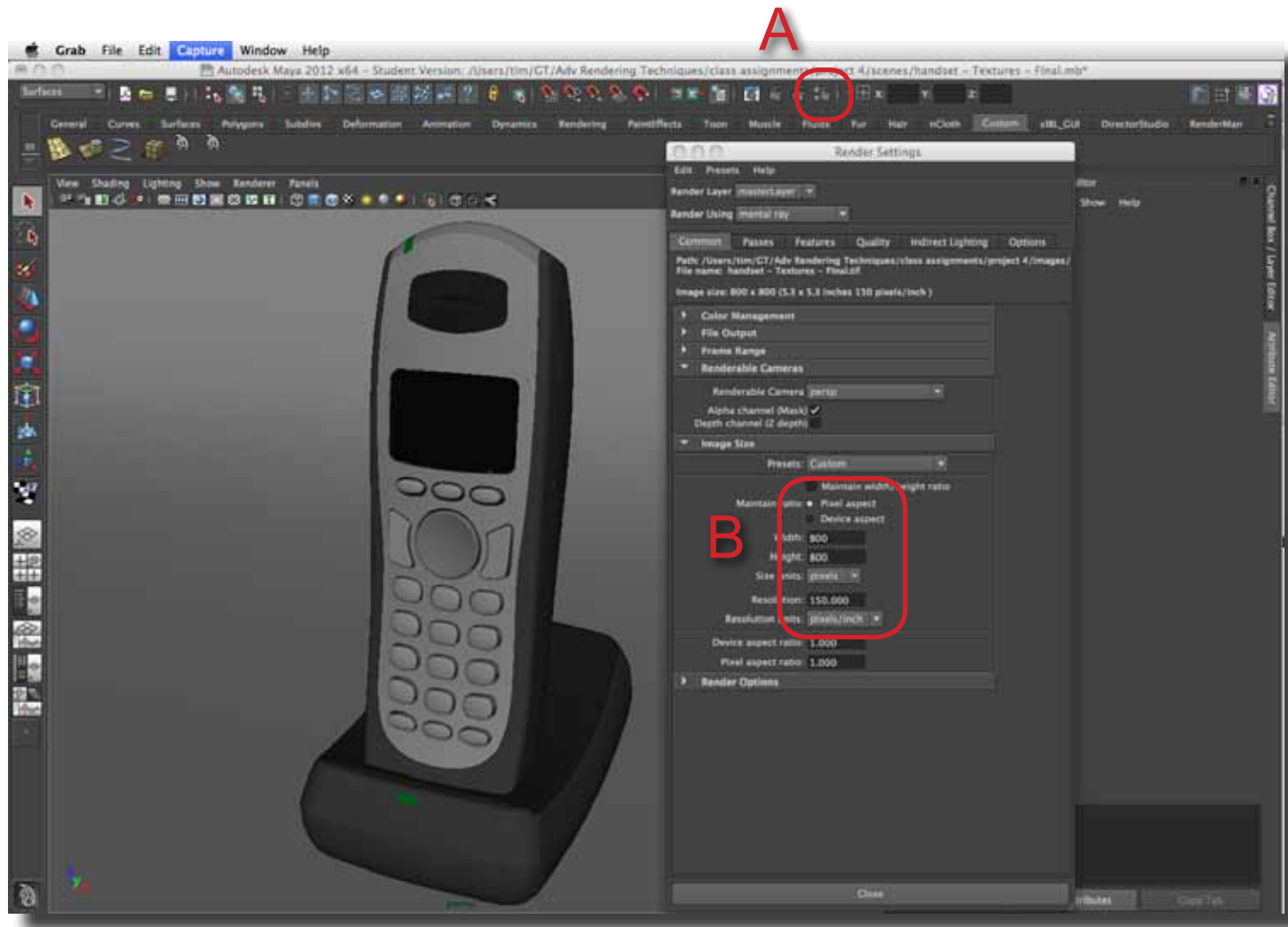


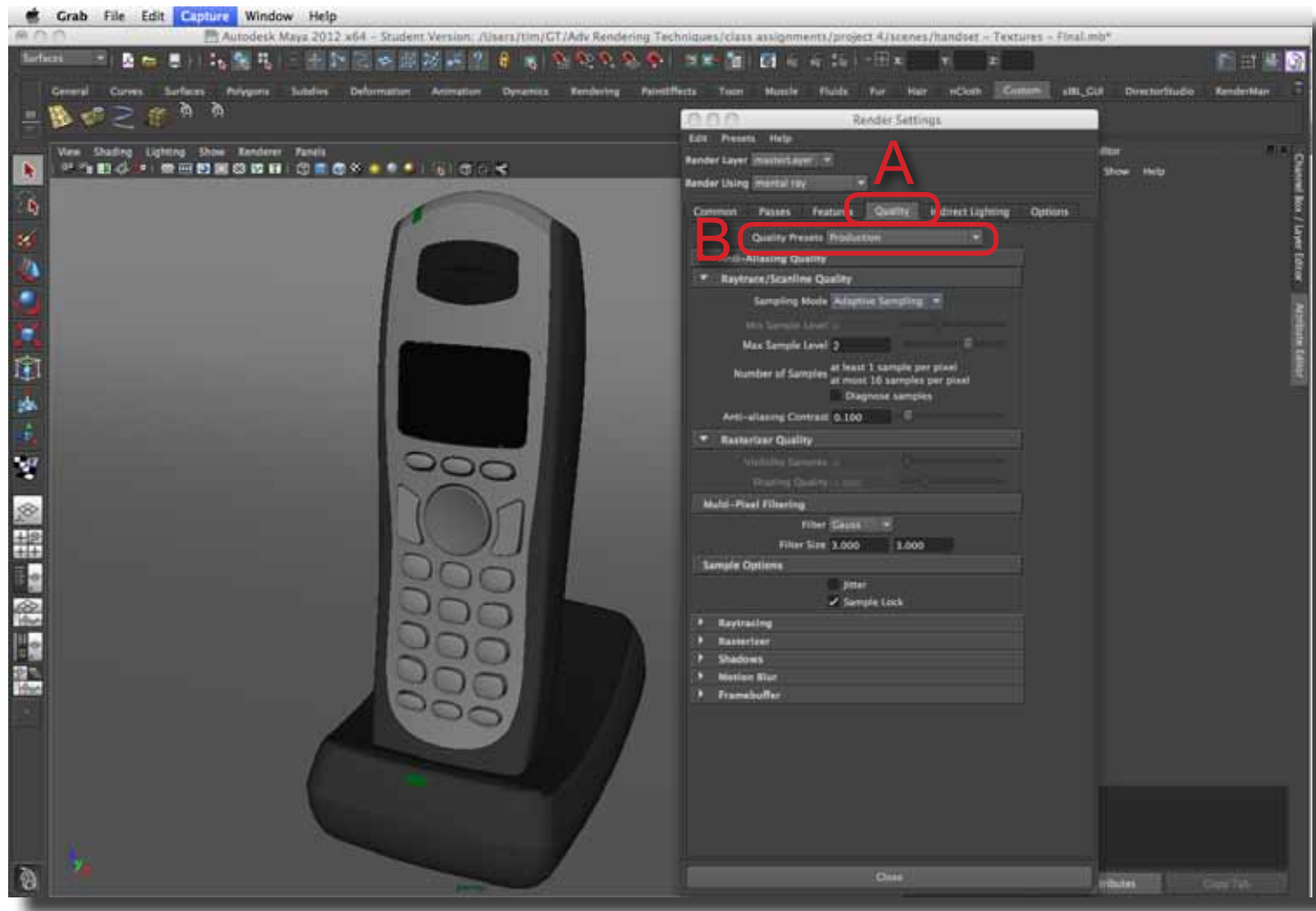
# Maya - Render Settings

- Step 1** • Open the Render Setting window by clicking on its icon in the top tool bar (A). In the Image Size tab (B), set the Width, Height and Resolution values (B).



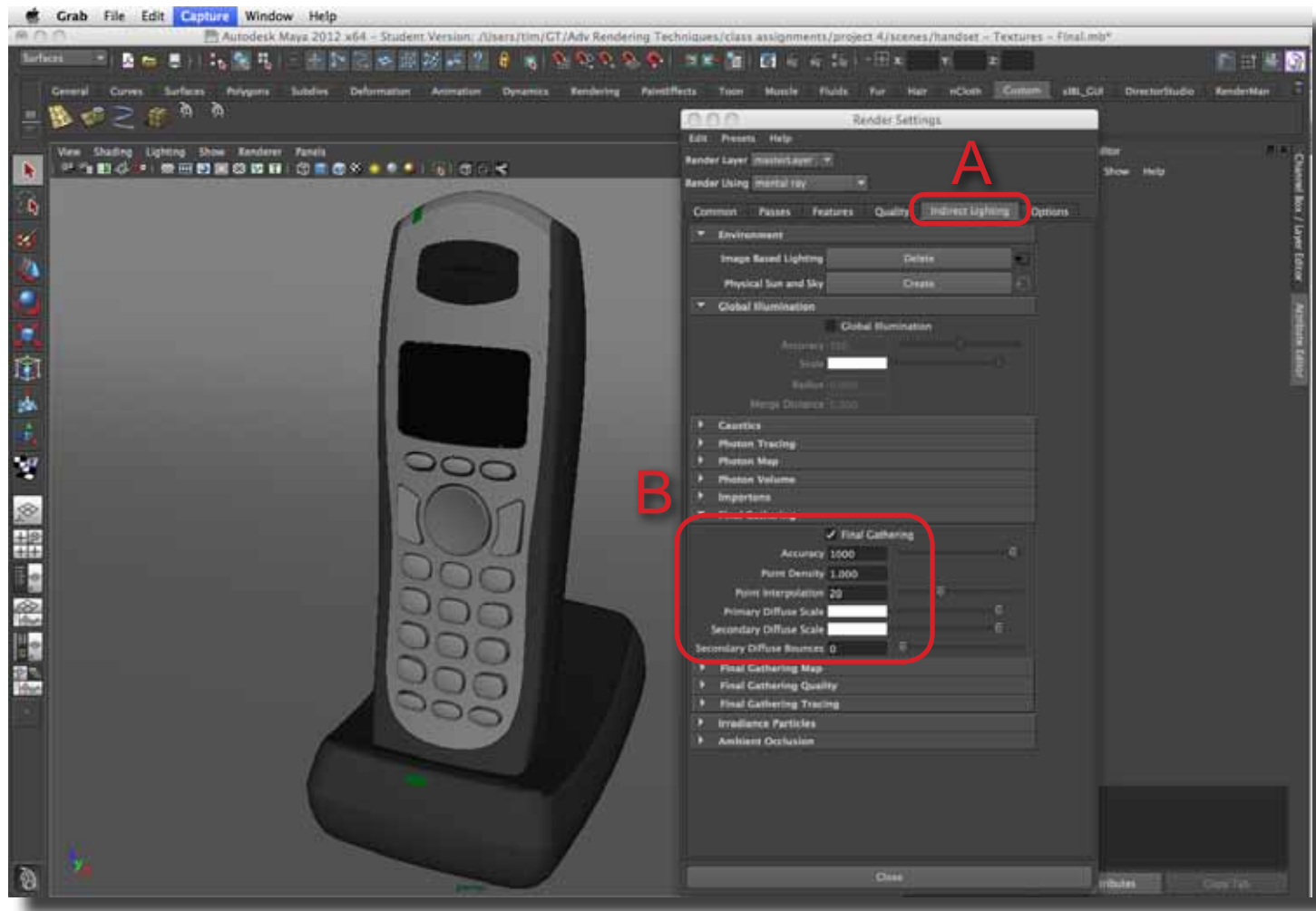
# Maya - Render Settings

- Step 2** • Click on the Quality tab to adjust the overall render quality setting (A). Under the Quality Presets, select Production (B). This sets a finer anti-alias setting but turns off the Final Gather option.



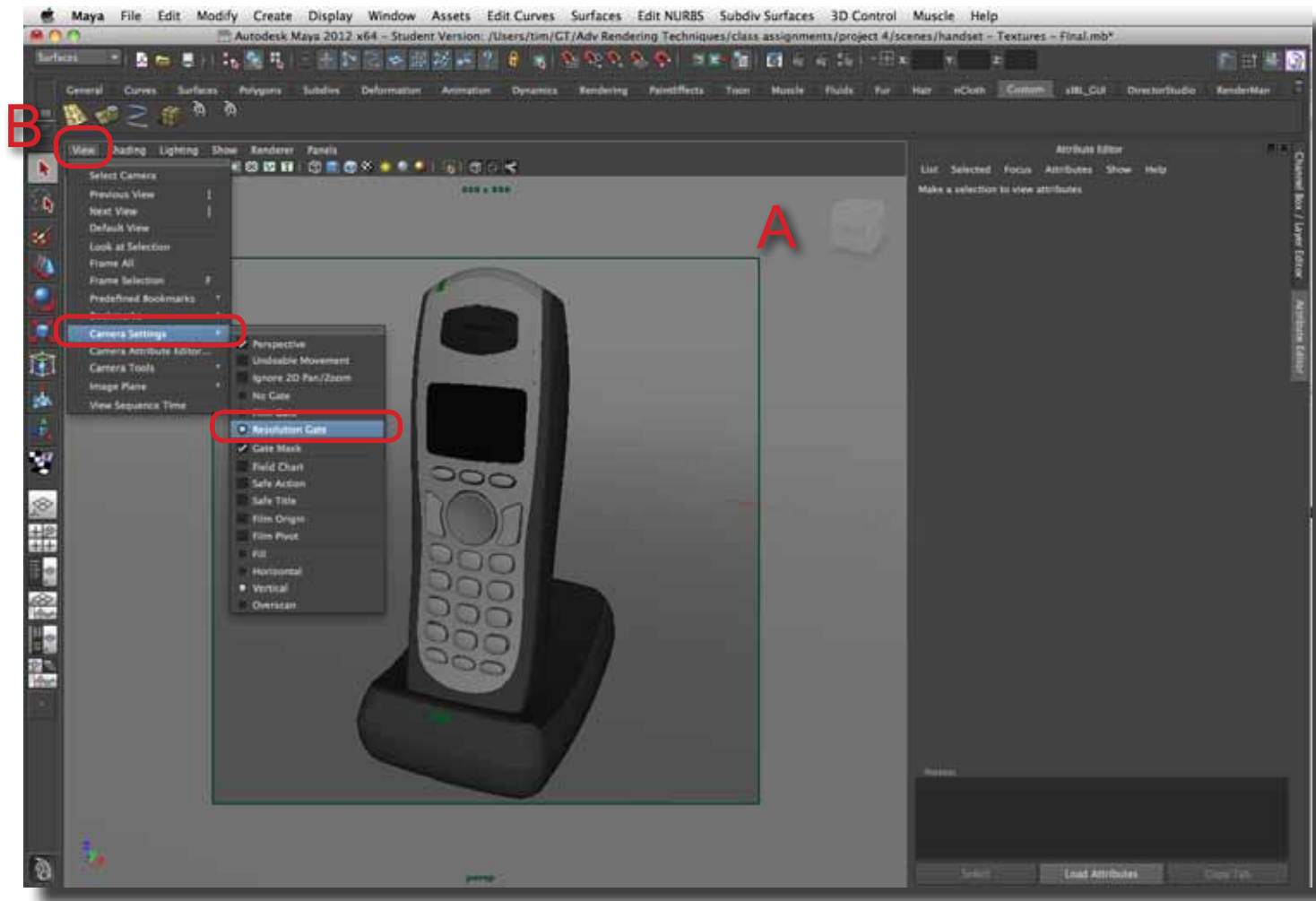
# Maya - Render Settings

- Step 3** • Click on the Indirect Lighting tab to access the Final Gather setting (A). Toggle the Final Gather option back on (B). If your renderings need a better Final Gather solution, then increase the Accuracy setting. Also, increase the Point Interpolation value to smooth out the FG solution.



# Maya - Render Settings

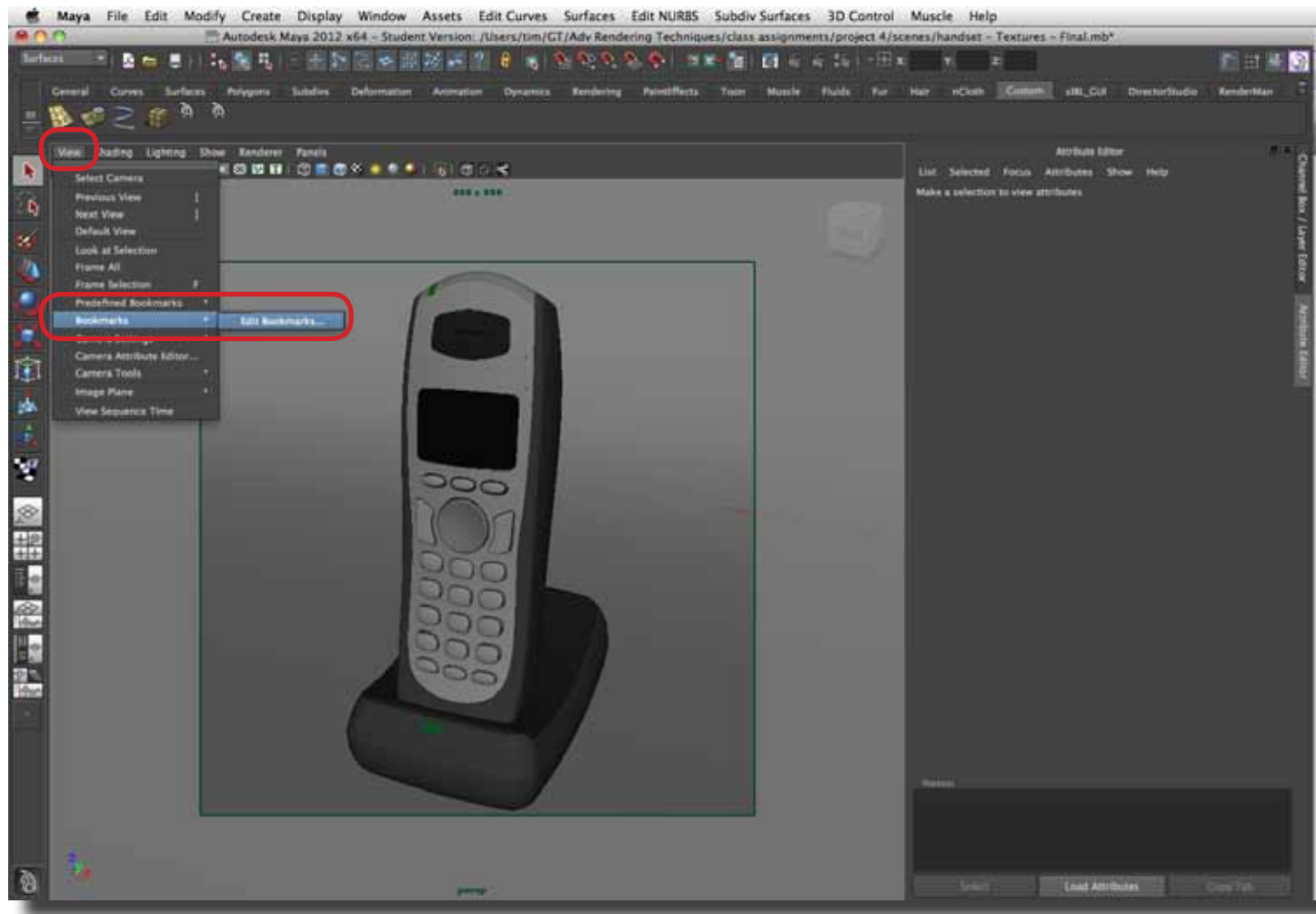
- Step 4** • To help frame the renderings, the resolution gate needs to be turn on (A). In the modeling window, click on the menu View > Camera Settings > Resolution Gate to turn on the Resolution Gate (B).



# Maya - Render Settings

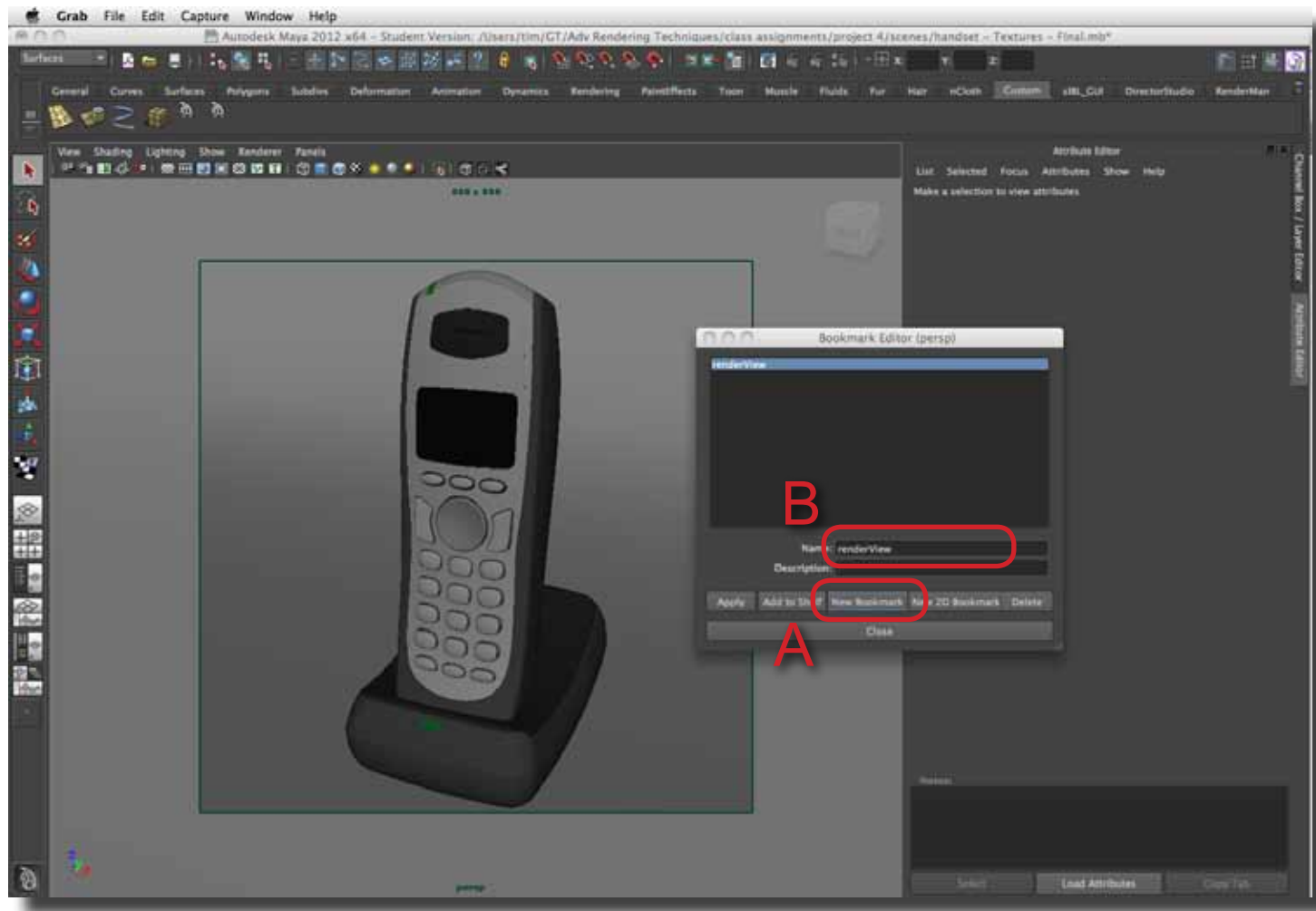
- Step 5** • Bookmarks can be set in the modeling to keep a view In the modeling window, click on the menu View > Bookmarks > Edit Bookmarks .. (A).

A



# Maya - Render Settings

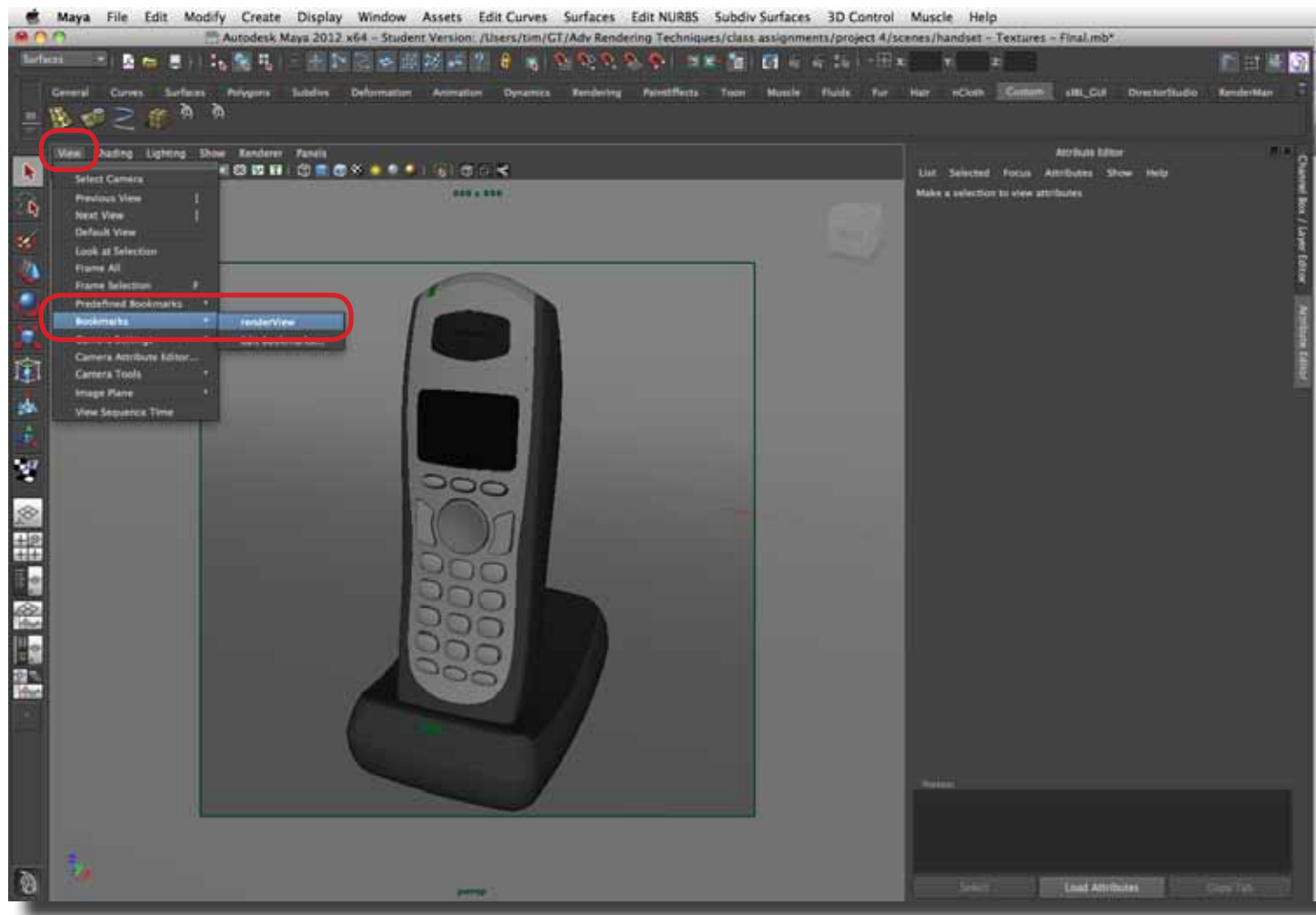
- Step 6** • Click on the New Bookmark button (A). Edit the name in the Name area (B).



# Maya - Render Settings

**Step 7** • Bookmarks can be access by clicking on the menu View > Bookmarks (A).

A



# Maya - Render Settings

- Step 8** • To speed up the rendering process, use Render Area option to render a small selection. In the Render View, drag a box over the area you want to render (A). Then select the Render Area icon (B) in the Render View icon bar to render the selection.

