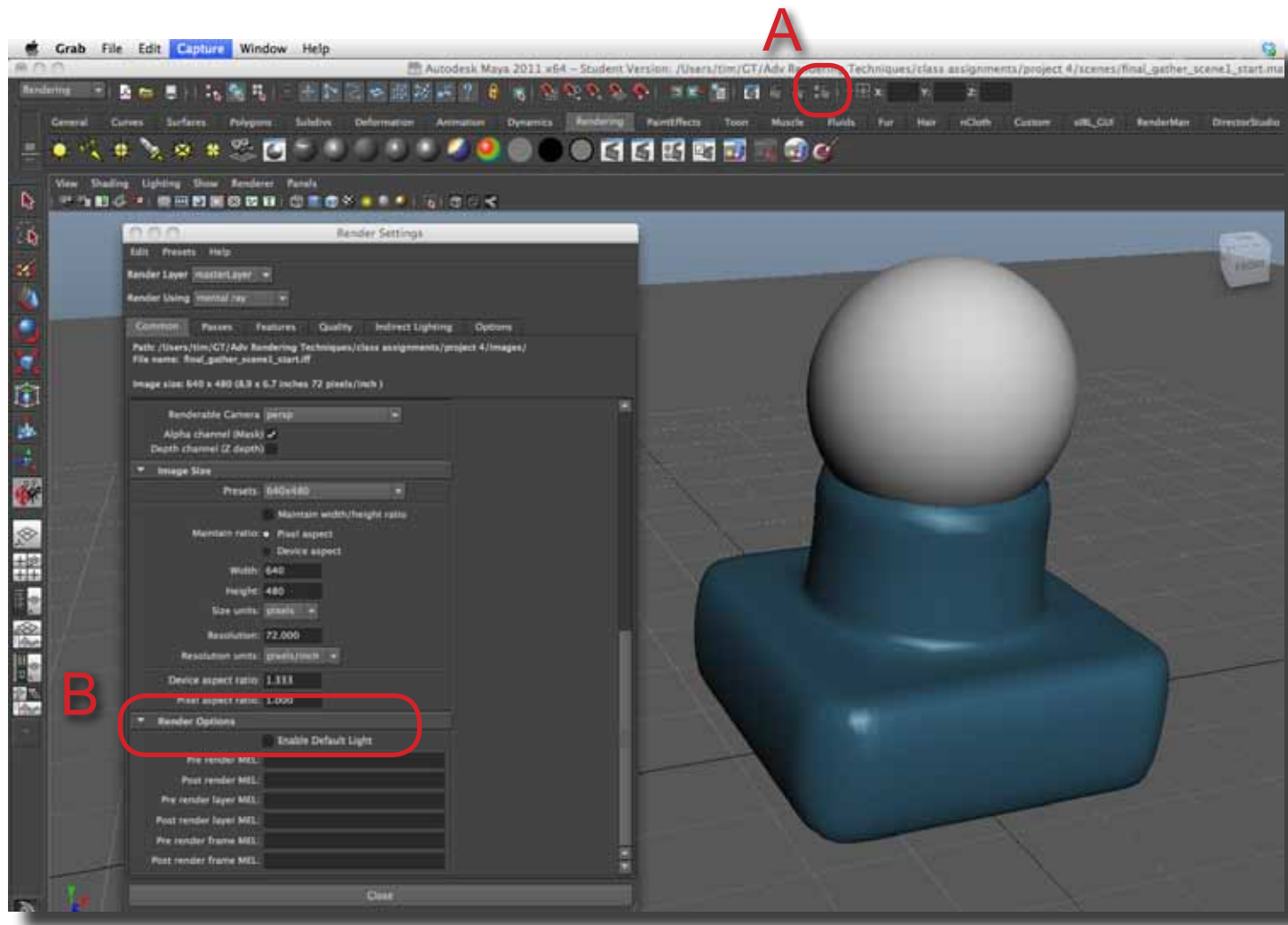


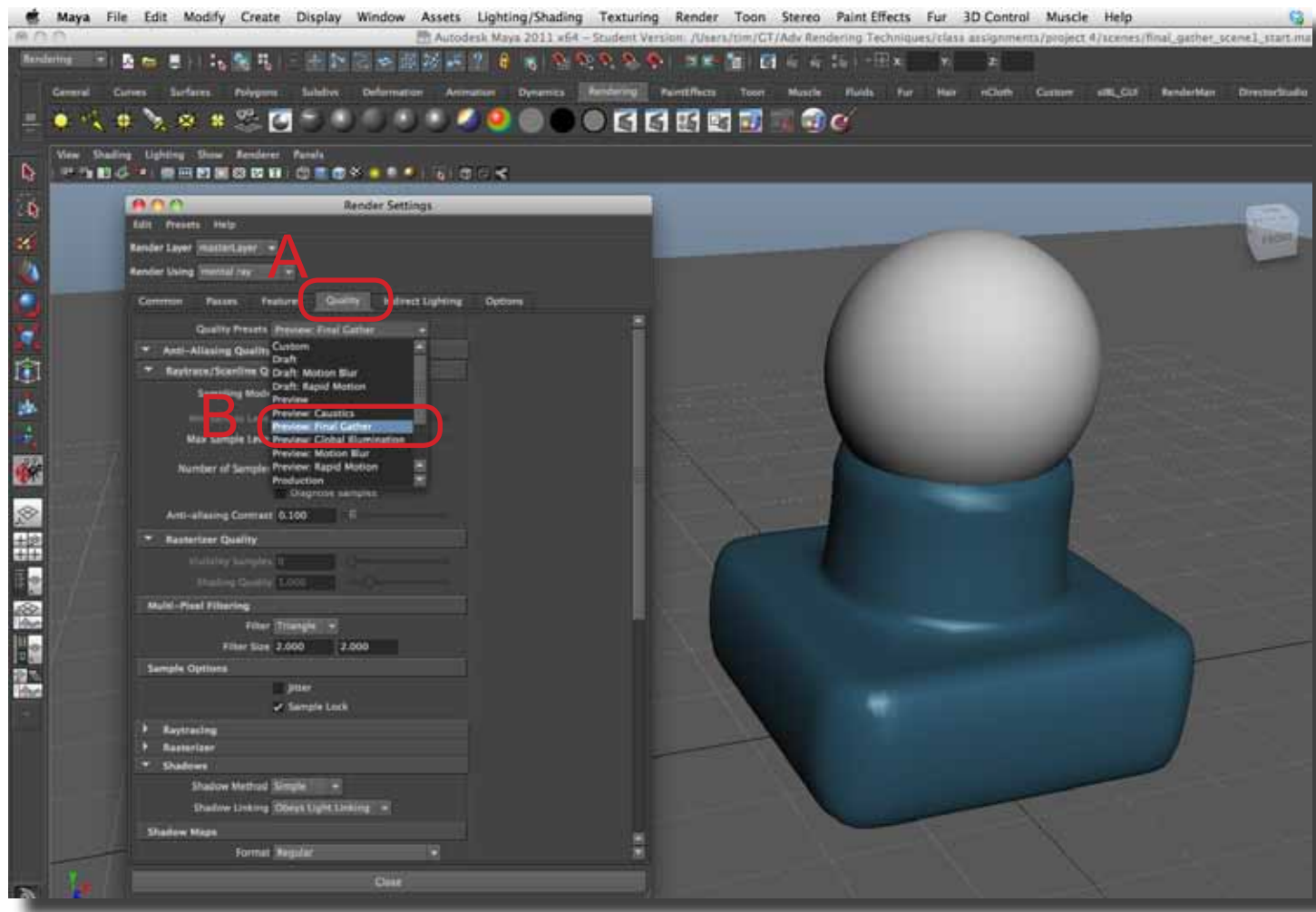
# Maya - Setting up the Final Gather

**Step 1** To render using mental ray's final gather requires several steps to setup properly. First, open the Render Settings option box (A) and click on the Common tab. Scroll to the bottom of this tab, open the Render Options section and un-check the Enable Default Lights (B).



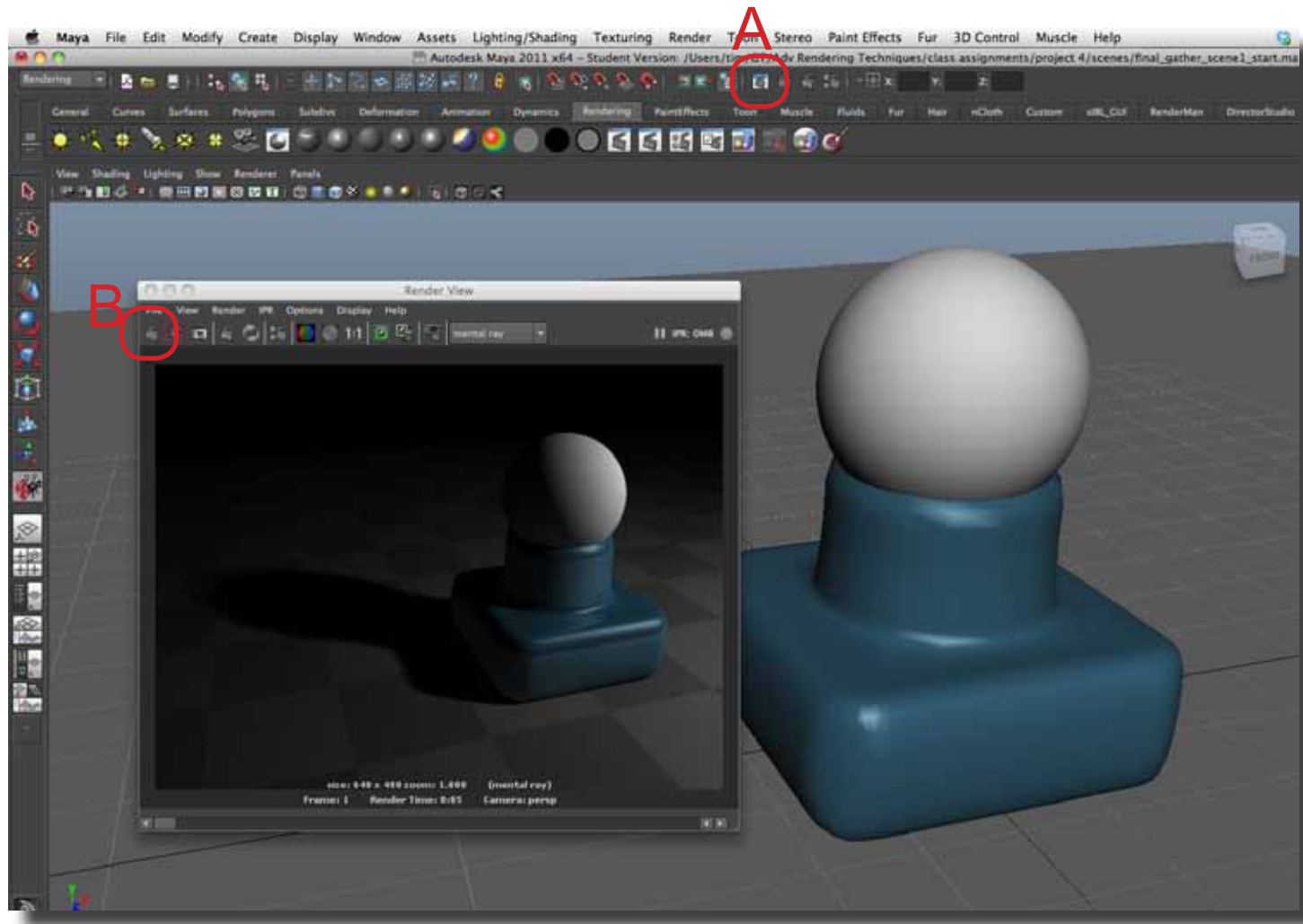
# Maya - Setting up the Final Gather

**Step 2** Next, select the Quality tab (A) and select the Preview:Final Gather options under the Quality Preset drop down (B).



# Maya - Setting up the Final Gather

**Step 3** If you try rendering a scene at this point (A & B), it may be totally dark or lit from only an existing light. Since Final Gather points bounce off geometry and then look for other objects or environment elements to determine luminance values (A), the scene requires the camera's environment color to be white or a white bounce card to be added to the scene.



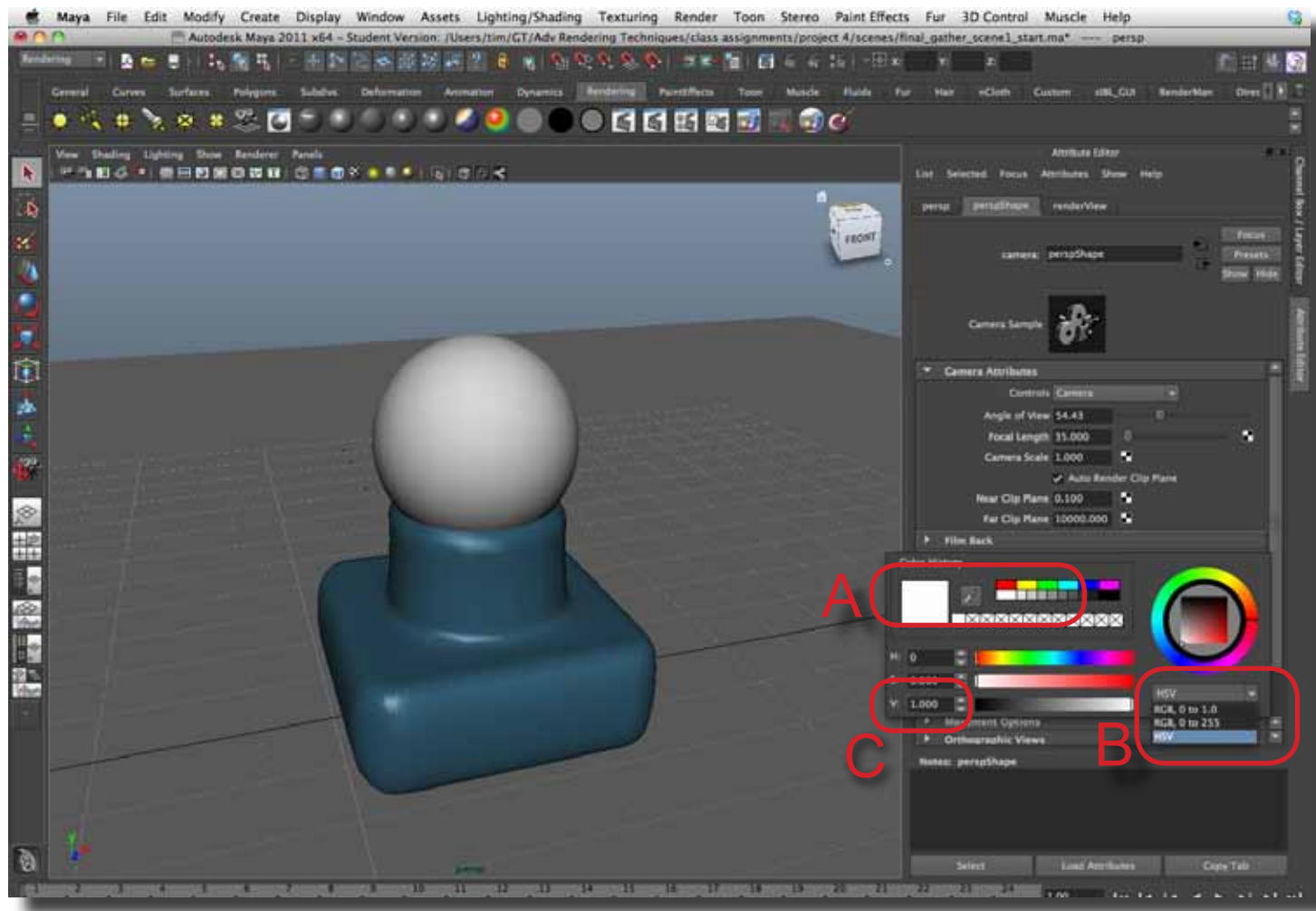
# Maya - Setting up the Final Gather

**Step 4** To change the camera's environment color, select the camera in the modeling window (A). Then scroll down in the Attribute Editor (C is not visible) and open the Environment settings and click on the color swatch (B).



# Maya - Setting up the Final Gather

**Step 5** Change the Environment color to white (A) and the color mode to HSV for easier edits (B). The “V” value parameter can be set to a higher value than 1 (C) so increase the Final Gather effect in the scene.



# Maya - Setting up the Final Gather

**Step 6** Render the scene (A & B) with the Camera's Environment Background Color set to white (C) . Final Gather is now more apparent. This scene also has a area light which is too bright. Other tutorials cover how to add and adjust lights.

