

Maya - Render Quality

Step 1

To help with rendering times, Preview Quality settings are used. As you near completing a rendering, make sure to render it with higher quality settings. These two images show the difference between “Preview” and “Production” Quality settings. Choosing the Production Quality settings is easy in the Render Settings window but does require following a process since other settings maybe undone.

Preview Quality Settings

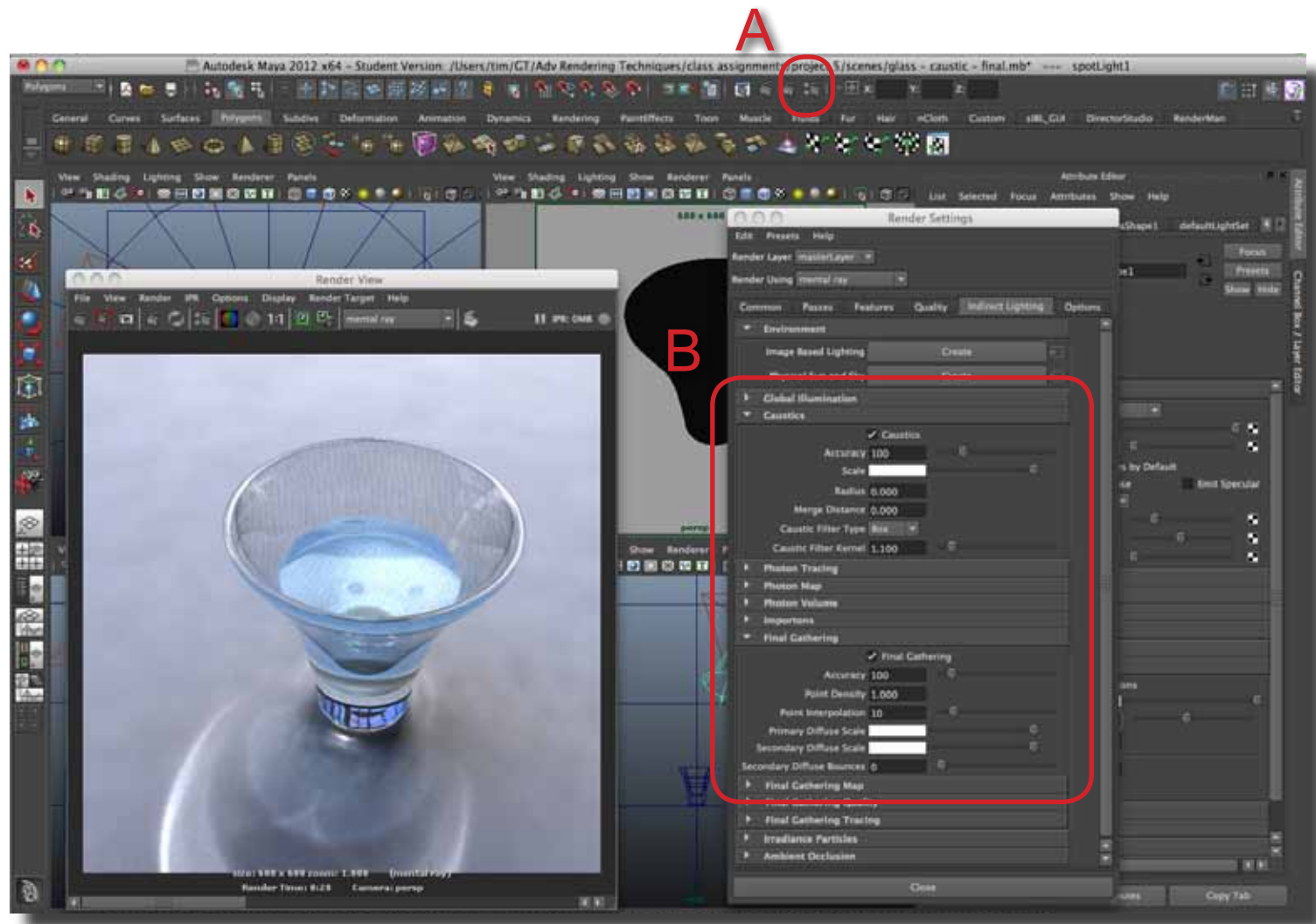


Production Quality Settings



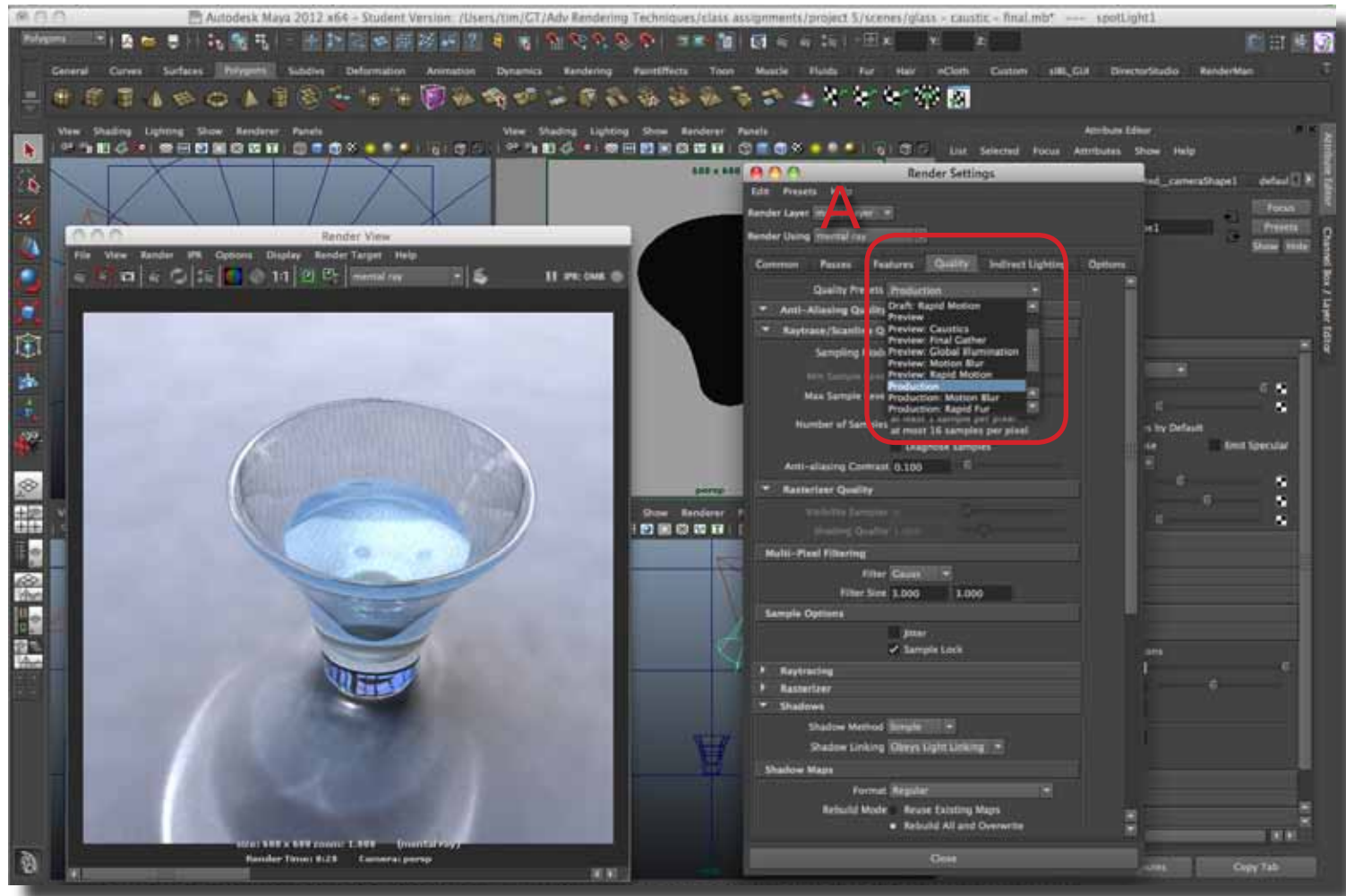
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Step 2 Open the Render Setting window and make note of any Indirect Lighting settings that are current set (A). This includes specific values since they maybe lost (B).



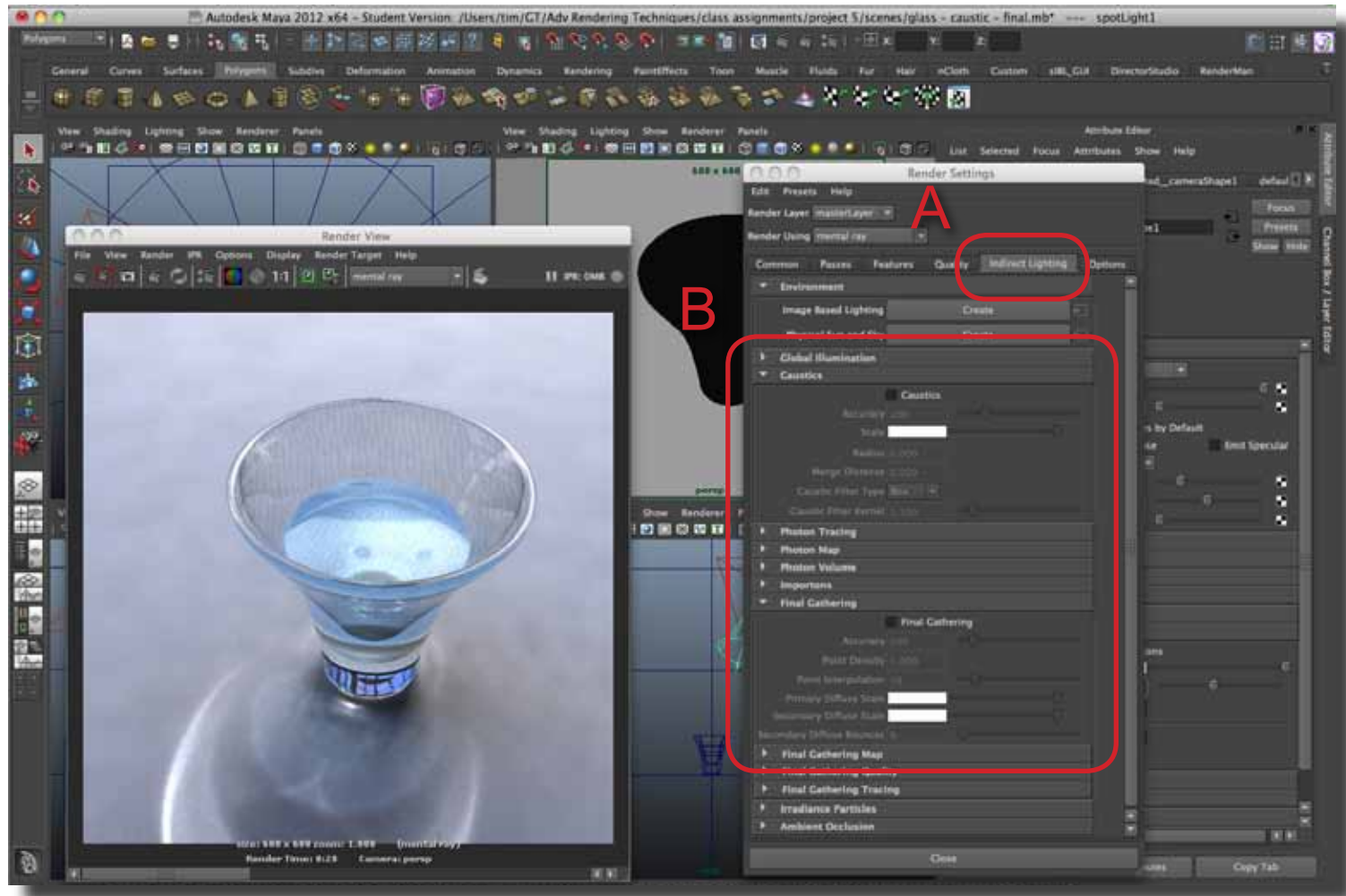
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Step 3 Switch to the Quality section and choose “Production” from the pop-up Quality Presets (A). This adjust settings under the anti-alias settings to make a smoother result. The down size is the longer rendering times.



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Step 4 Switch back to the Indirect Lighting tab (A). Notice all the options and settings have been turned off and set back to their default values (B).



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Step 5 Turn back on the any options and reset the previous values (A). You should be able to render and create a better looking image (B).

