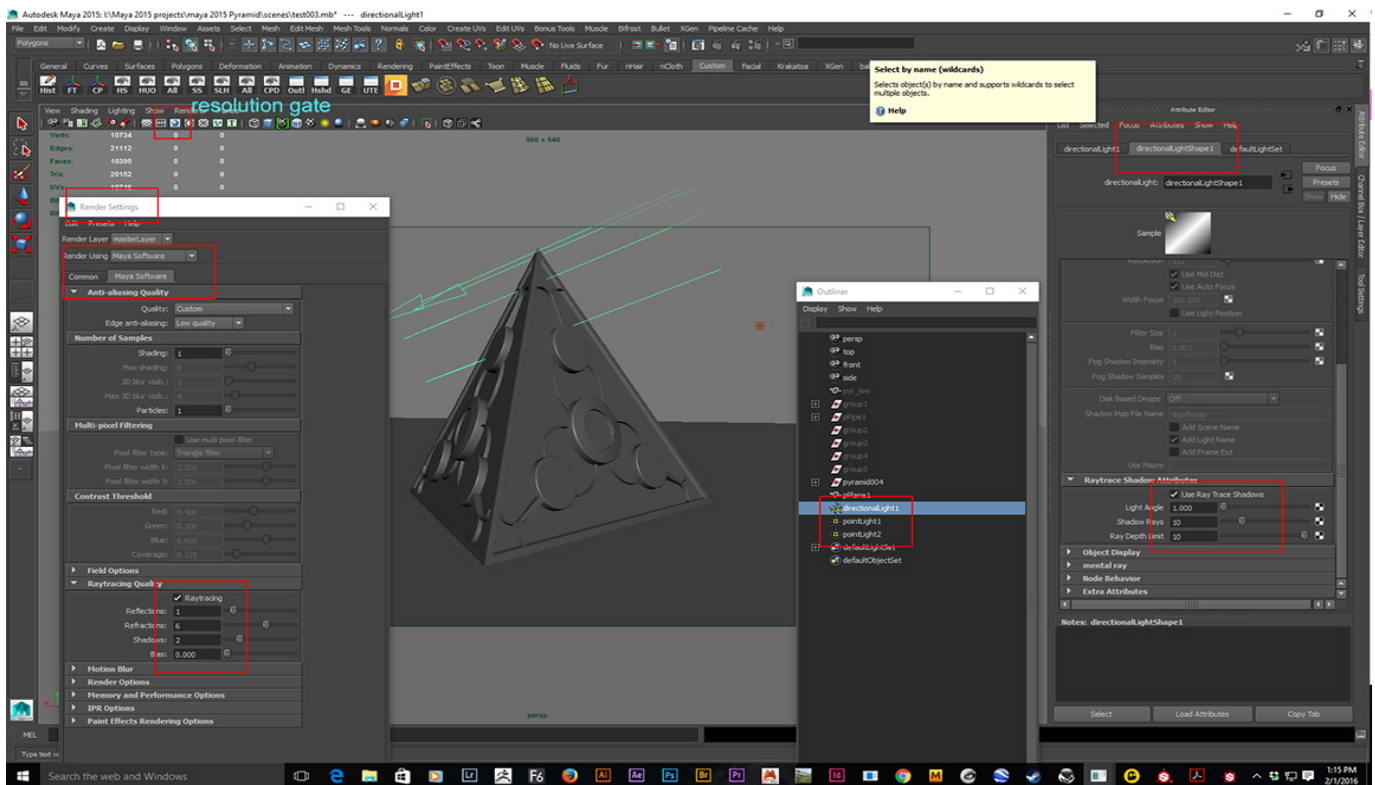


# Basic rendering settings

What follows are the basic settings you will need to render a mesh in Maya...using  
**Maya Software renderer**

1. You will need to have the outliner opened, as well as the Render Settings window.
2. In the Render Settings, disable Default Light at the bottom of the Common tab, and activate the Ray Traced Shadows in the Maya Software Tab
3. Create a Directional Light, position as you like, add two point lights, position these as you like, remember what was discussed in class last week. In the attributes for the Directional light, in the directionalLightShape1 tab, open the Shadows menu, scroll down to the Raytrace Shadow Attributes make sure it's activated, the number to start with will be 1,10,10. Disable the Ray traced shadows for the two Point lights.
4. Turn on the resolution gate in the perspective window. Adjust the placement of the meshes, and render the scene.



This doc was quickly prepared and didn't go into too many details, Feel free to experiment with the various setting

Have fun  
-mark