

Auxilium

Maya Lighting and Rendering UI

User Readme

Installation Windows:

Place UserSetup.py, auxilium_python2_6.pyc and
auxilium_UI_python2_7.pyc in
“C/Users/*UserName*/Documents/maya/201XX-X64(32)/prefs/scripts/”

Place A_icon.png in
“C/Users/*UserName*/Documents/maya/201XX-X64(32)/prefs/icons”

Installation Linux:

Place UserSetup.py, auxilium_python2_6.pyc and
auxilium_UI_python2_7.pyc in
maya/201XX-X64(32)/prefs/scripts/”

Place A_icon.png in
maya/201XX-X64(32)/prefs/icons”

Load Maya and a new shelf should now exist called “AuxiliumShelf”
inside this shelf you will find the A (Auxilium) icon, click this
and the manager will load

Auxilium Supports both Vray and Mental Ray.

Vray is the default, but if vray isn't installed Auxilium will start with
Mental Ray controls enabled instead.

If the plugin isn't enabled Auxilium will enable the plugin, and proceed
to load the controls

When the renderer is changed, it is also changes in the render settings,

Controls are also changed within the Visual Outliner, Spreadsheet, and
Light Creation menus.

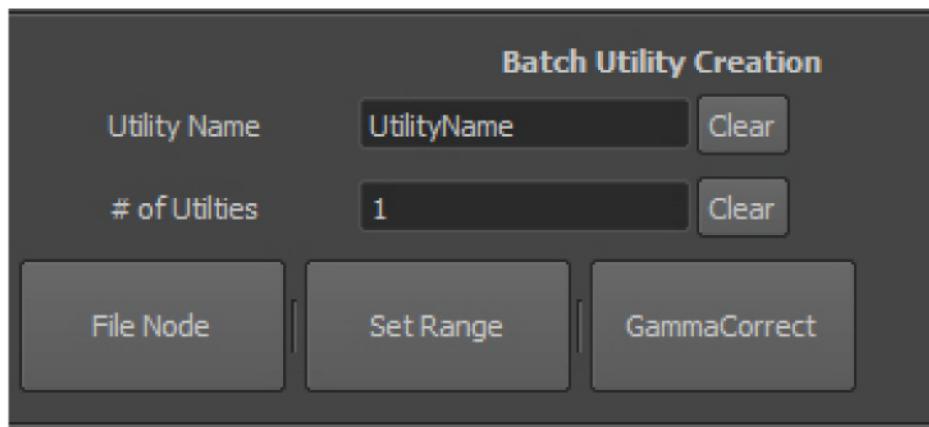
*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Shared Features: Mental Ray, Vray

Batch Utility Creation, Batch Renaming



Input desired name for created utilities

Select the number of utilities you wish to create

Click the button of the utility desired.

File Node Settings:

image filter off

default color: black

alpha is luminance on

Set Range:

(utility used to remap output min/max to new min/max,
commonly used in place of alpha offset/gain for displacement)
value, min,max,old min, old max X now controls all values.

Gamma Correct:

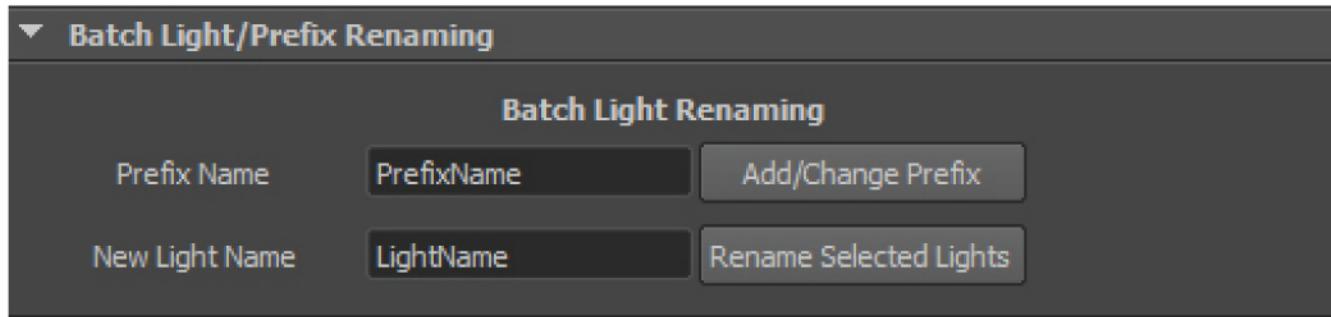
gamma set to .4545 for quick linearizing of textures/colors.

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Maya Lighting and Rendering UI

Shared Features: Mental Ray, Vray

Batch Utility Creation, Batch Renaming



Prefix Changing/Adding:

Select any number of lights, or groups that contain lights.

Input desired prefix name and click add/change prefix.

Prefix's will be separated from name with an '_'.

Any text before the first '_' will be considered the prefix and that text will be changed with the input prefix.

If any characters other than alphabetical or numerical are input as the prefix, they will not be accepted and the prefix will be without them.

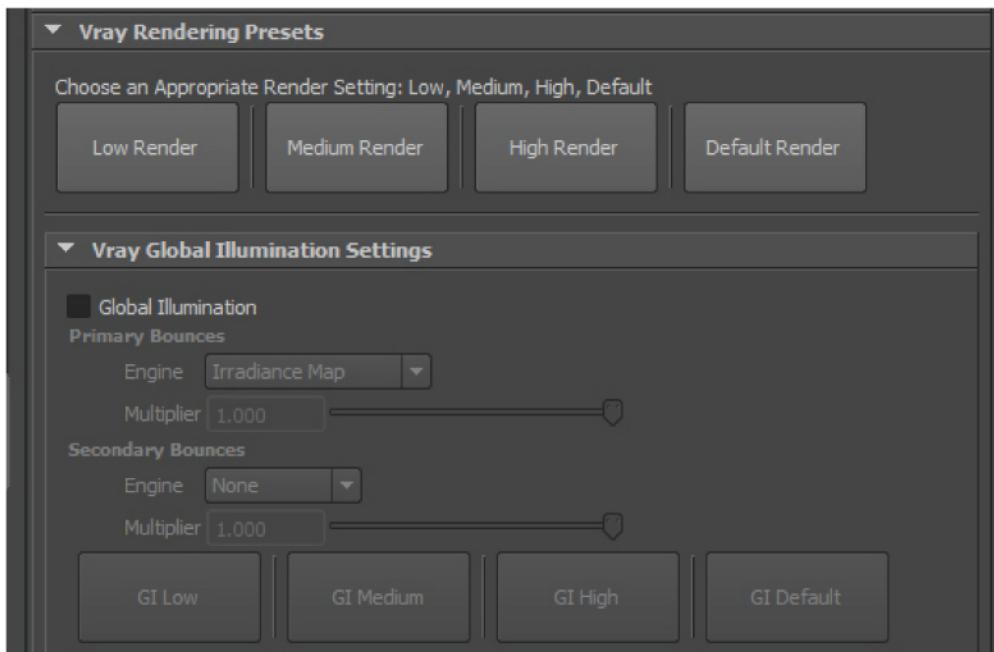
Renaming:

Select any number of lights, or groups of lights and click rename.

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Vray Controls:



Quick Buttons to change render quality:

Low: min subdivs 1, max 8 threshold .05, vrayframebuffer enabled

Med: min subdivs 1, max 15 threshold .025 vrayframebuffer enabled

High: min subdivs 1, max 25 threshold .01

Global illumination controls allow quick enable/disable of GI, and change between secondary illumination engines.

Low,Med,High work on brute force, or irradiance

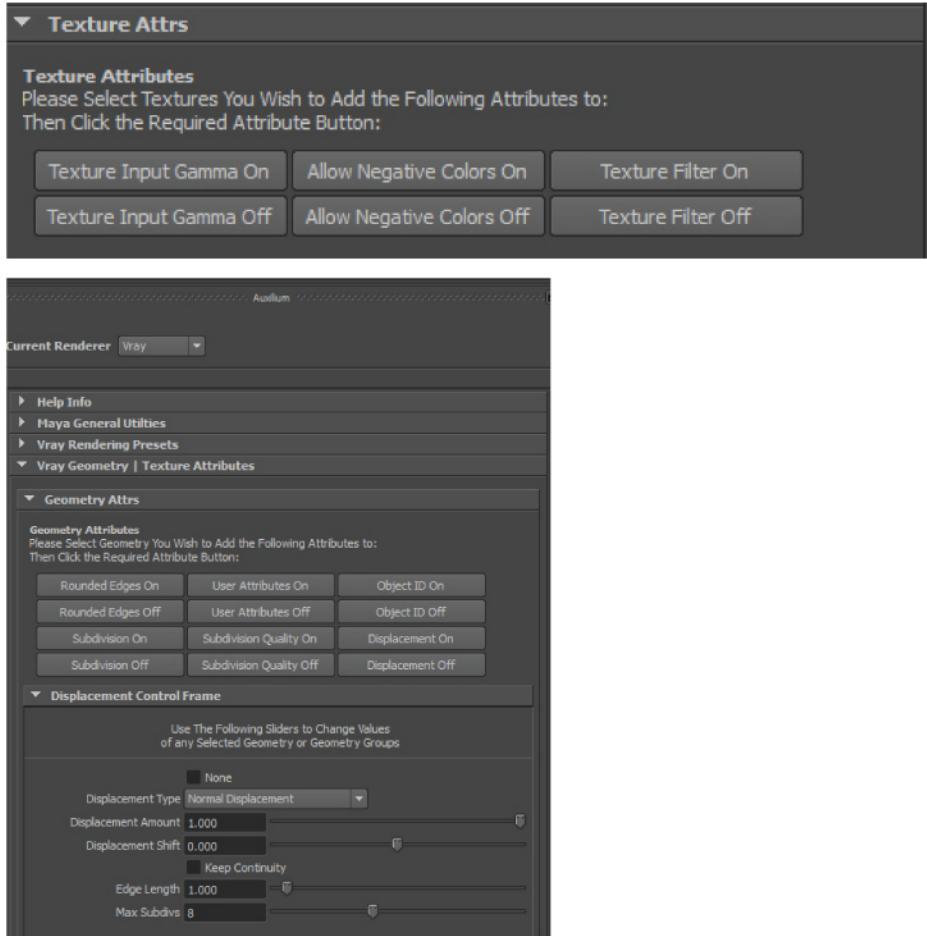
subdivs, 4,8,50 low,med,high

irradiance min/max: -3/-1(10subdivs), -2/-1(25subdivs),

-1/1(50subdivs)

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Geometry and Texture Attributes:

Select any number of groups, or geometry from outliner, and click the desired attributes, these are added to the shapeNode of the selected geometry.

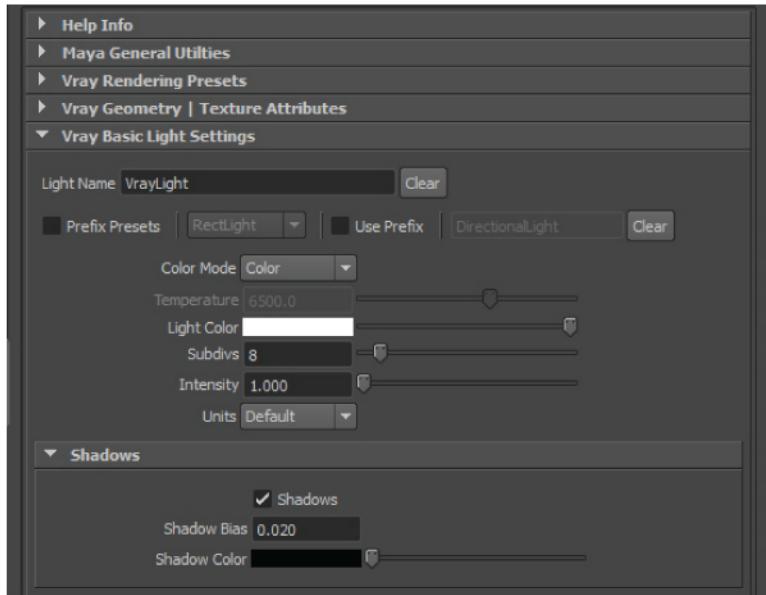
Displacement controls are also available for any geometry that the “Subdivision Controls” and “Subdivision Quality” attributes are added. Select groups, or geometry, if these attributes have been added, displacement enabling, displacement amount, max subdivs, and edge length, displacement type and continuity can be changed.

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Vray Light Creation: Basic Light Settings



Light Creation starts with inputting the Basic settings, these settings are laid out much like what you would find in the attribute editor, with added controls.

Specify light name, desired prefix, and any color/intensity settings you wish.

These basic settings are used for all light types supported, so once set multiple lights of different types can be created with the same settings.

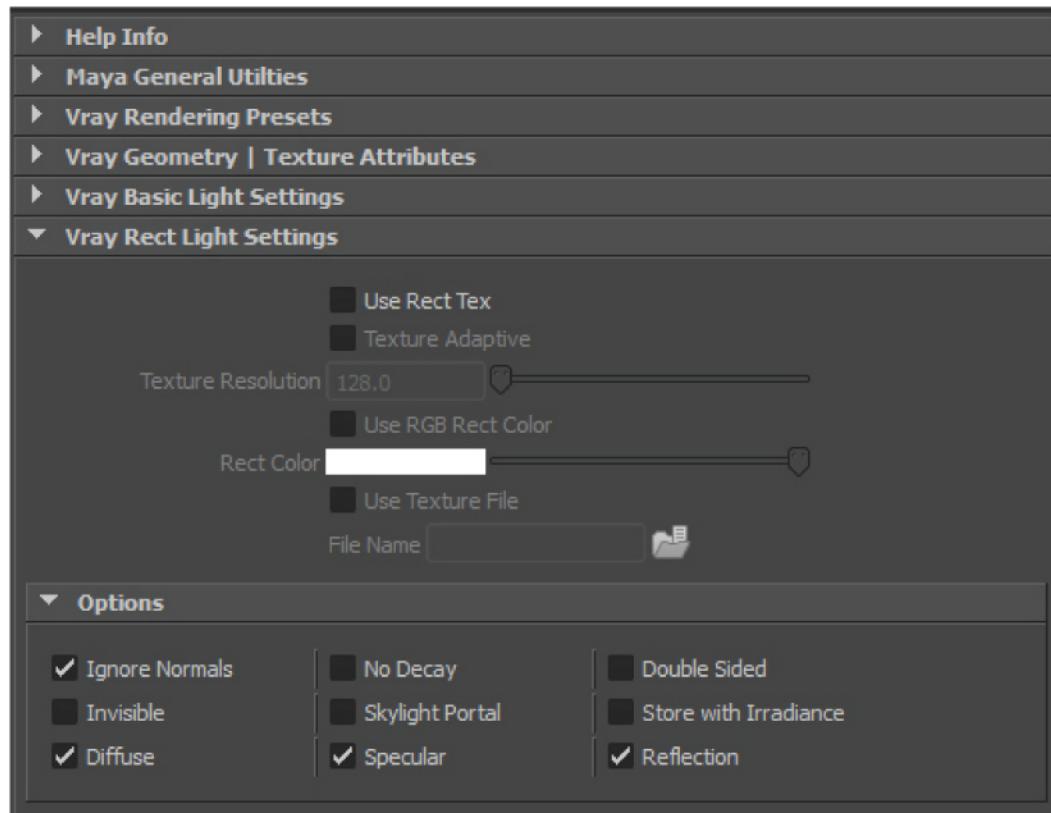
Supported light types: Vray: Area, IES,Sphere, and Dome

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Vray Rect Light:



These controls are specific to Vray Rect Lights, you can decide to have a Gobo, or Matte painting driving your light color, with Rect Tex

a place to input this image with a file search dialog has been provided.

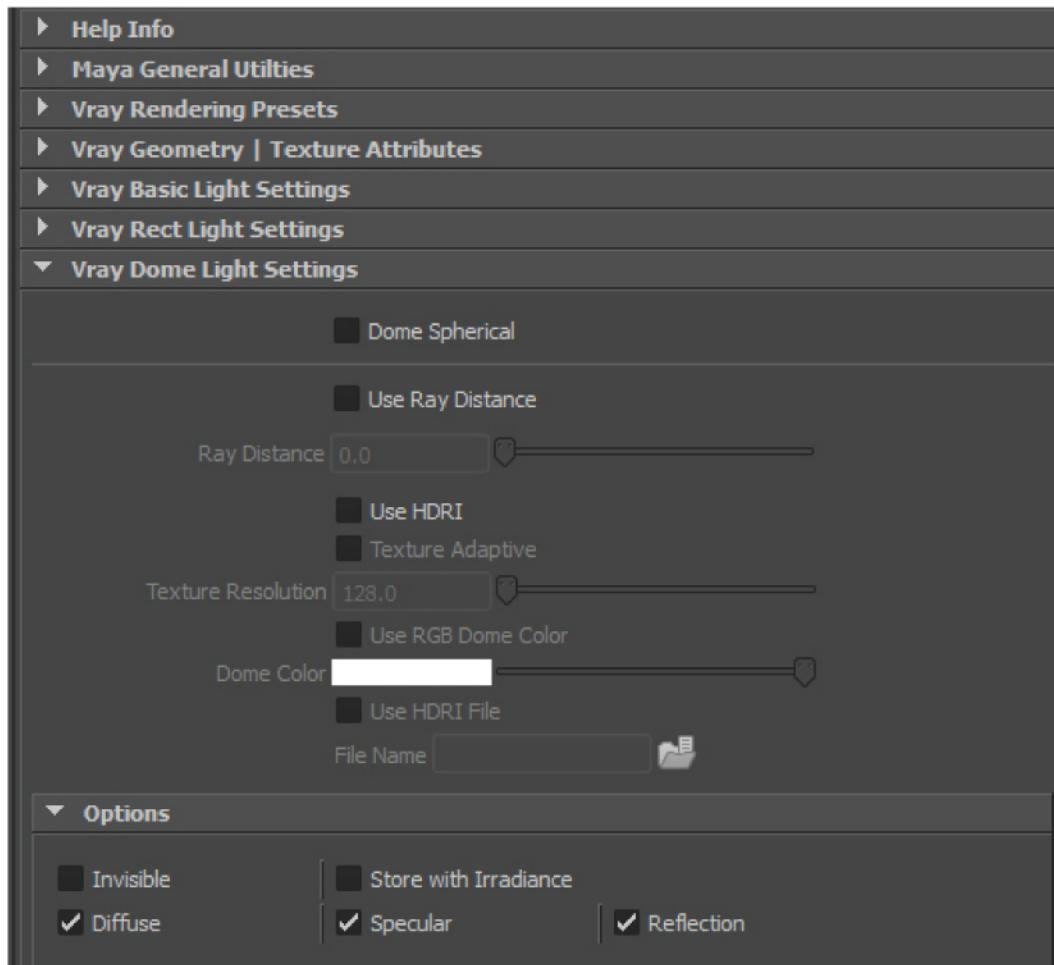
image path remains until UI is closed, so multiple rect lights can be created with the same texture.

Options can also be specified, controls enabled are those of a default Vray Rect Light.

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Vray Dome Light:



These controls are specific to Vray Dome Lights. Vray Dome Lights are Vray's IBL solution.

Checking the dome spherical makes the light react as a full 360 IBL would in any other renderer.

HDRI can be specified with the provided file dialog box, file path remains until UI is closed.

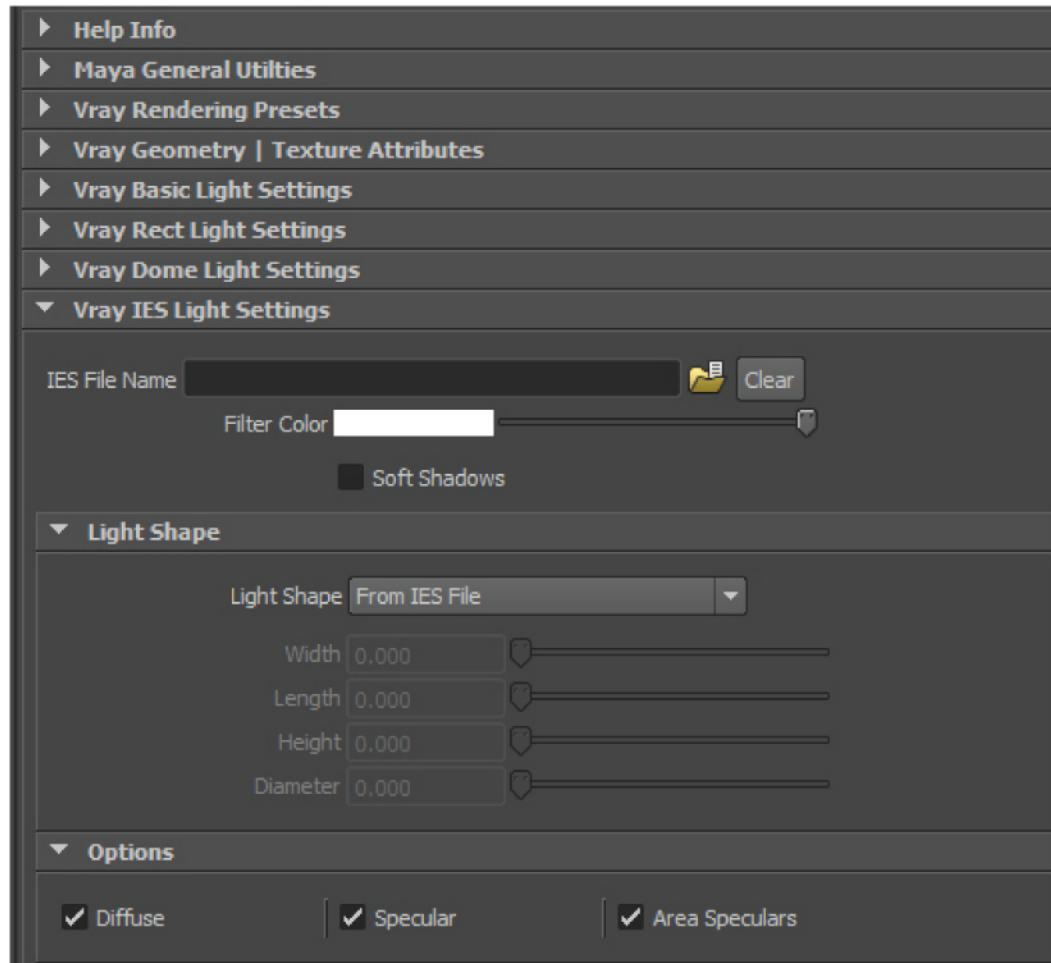
Options can also be specified, the options checked are the default Dome Light options.

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Vray IES Light:

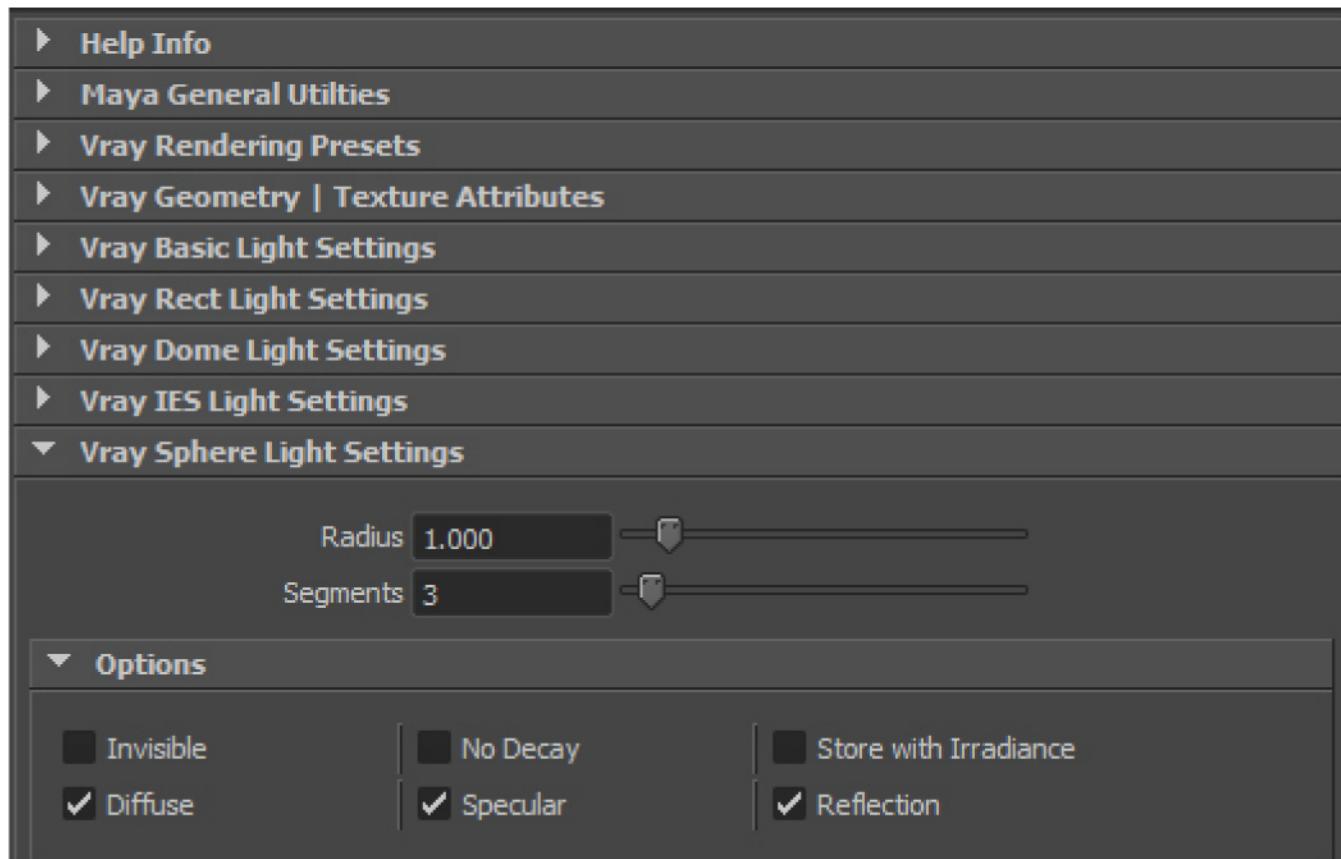


These controls are specific to Vray IES Lights. Vray IES Lights are used to represent real life lighting from IES files which shape the light based on parameters in the file. The Vray IES light can alternatively be shaped manually from the light shape settings, with the width length, height, and diameter controls. Filter Color is used to tint the resulting light color from the IES file.

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Vray Sphere Light:



These controls are specific to Vray Sphere Lights.

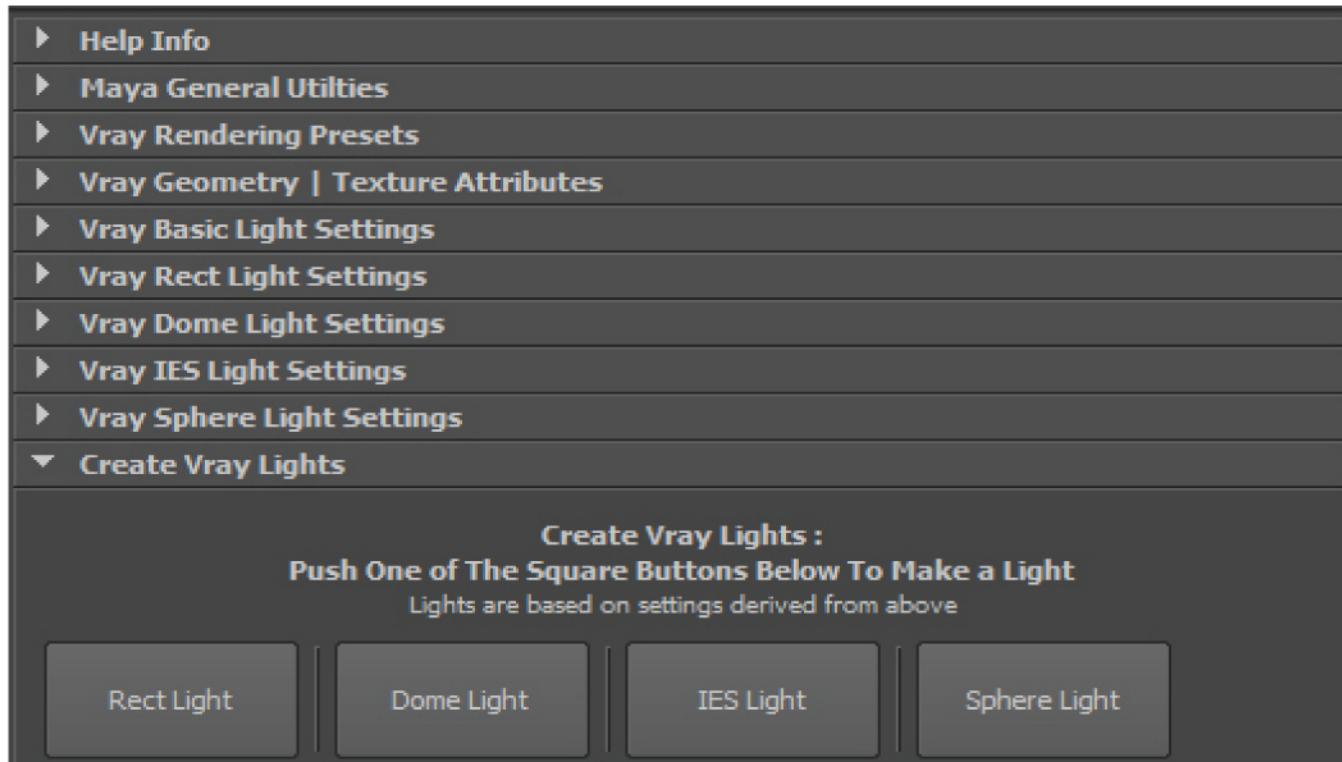
Vray Sphere Lights act similarly to point lights found in Mental Ray. Radius controls the size of the light, and also influences intensity, Segments controls quality of sphere light when directly seen or within reflections.

Options can also be changed, the options checked are the defaults.

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Vray Light Creation:

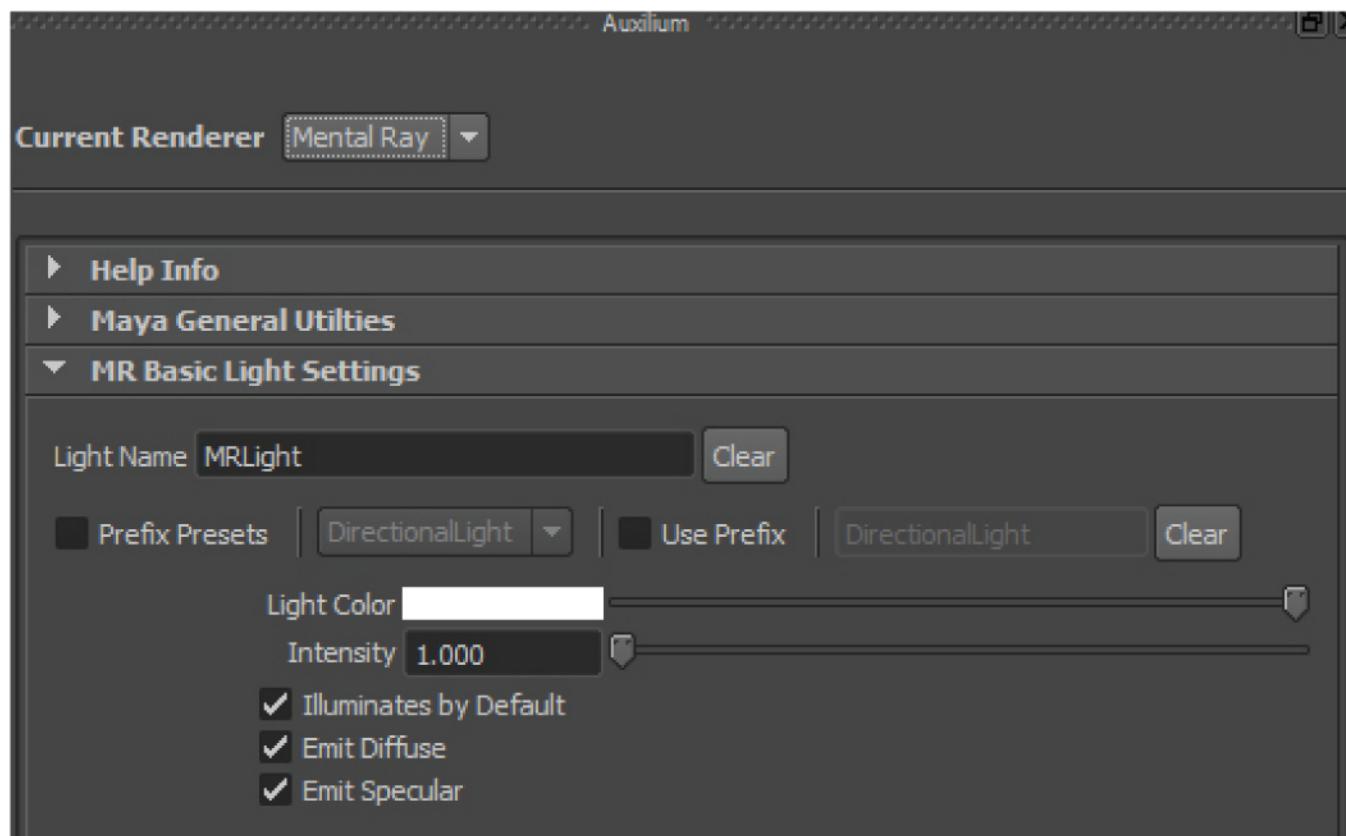


Once the desired settings are selected in the previous options, final light creation is done within this panel, click any of the buttons to create a light of the type displayed on the button. No light settings are required to be changed in the above panels, when the UI loads the default settings will create a light.

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Mental Ray Light Creation: Basic Light Settings

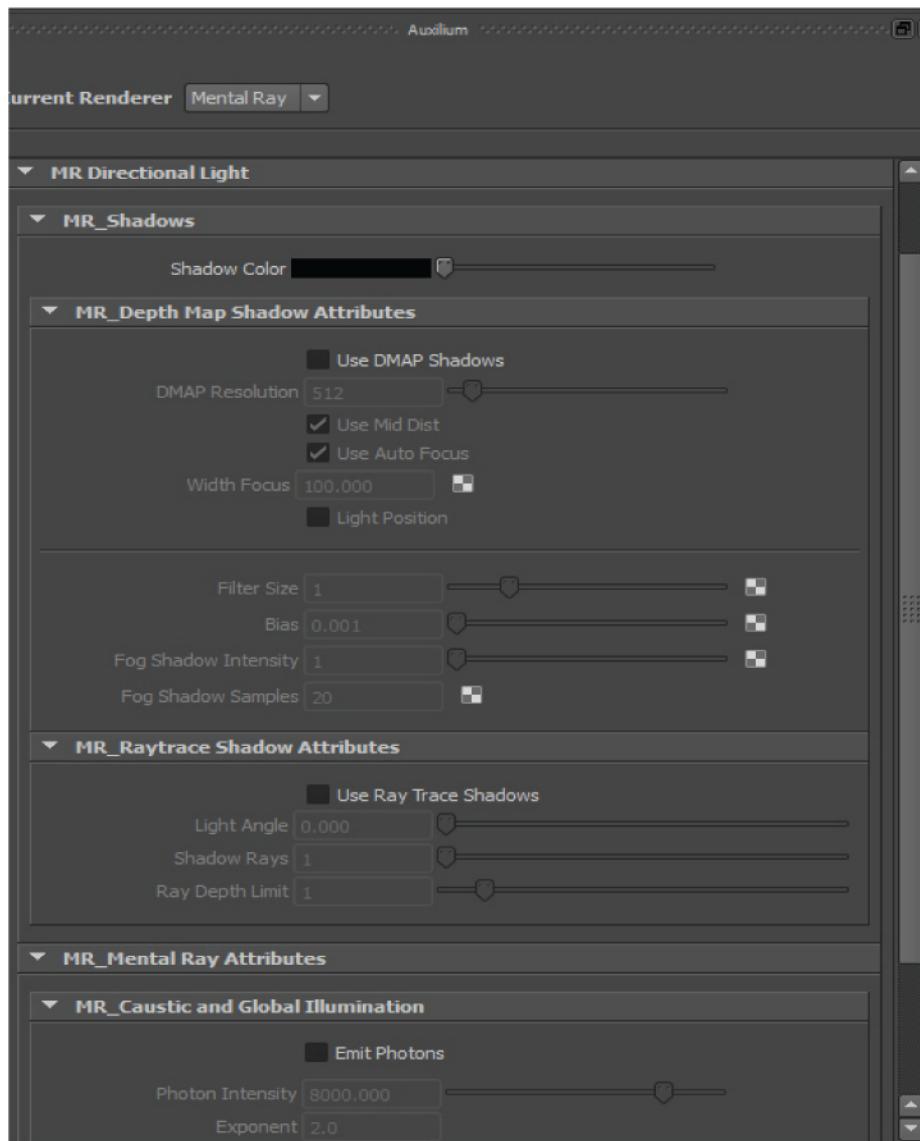


Mental Ray Light Creation begins with these Basic settings. Light name can be specified, prefix, light color, intensity, and basic settings.

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Mental Ray Light Creation: Directional Light Settings



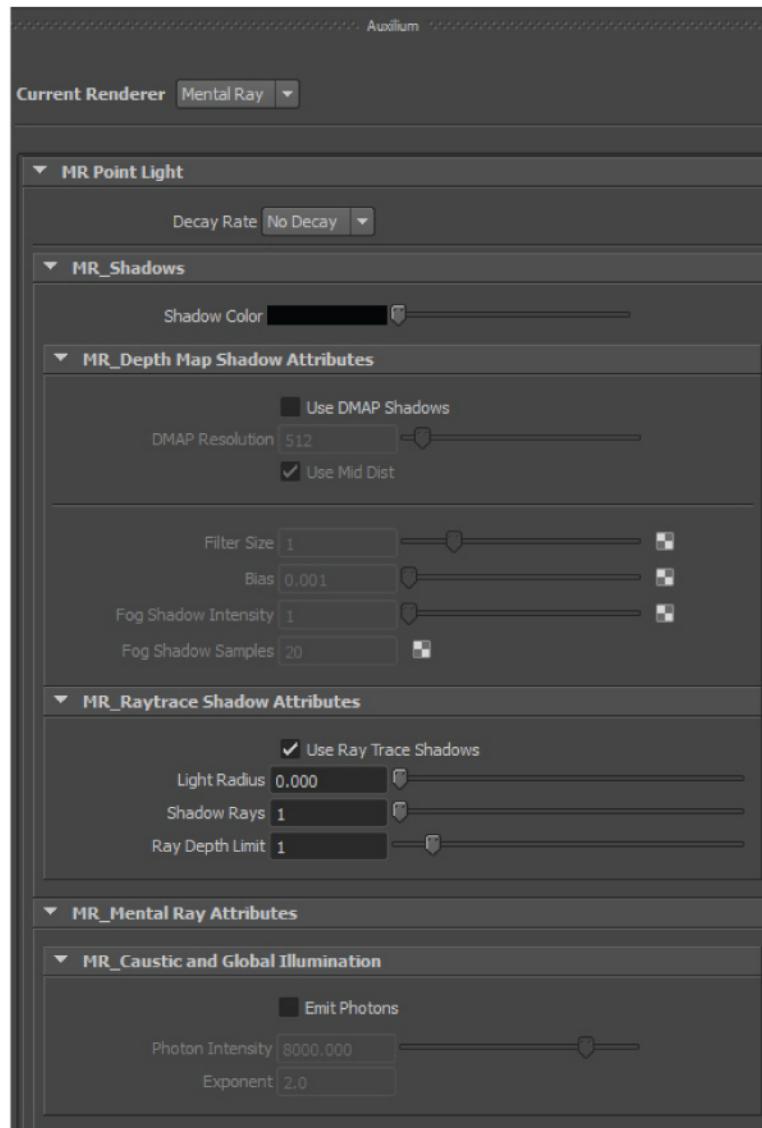
Custom settings for each light type. Many shadow controls and GI controls shared between light types, with subtle differences

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Mental Ray Light Creation: Point Light Settings



Custom settings for each light type. Many shadow controls and GI controls shared between light types, with subtle differences.

Point lights don't have width focus controls.

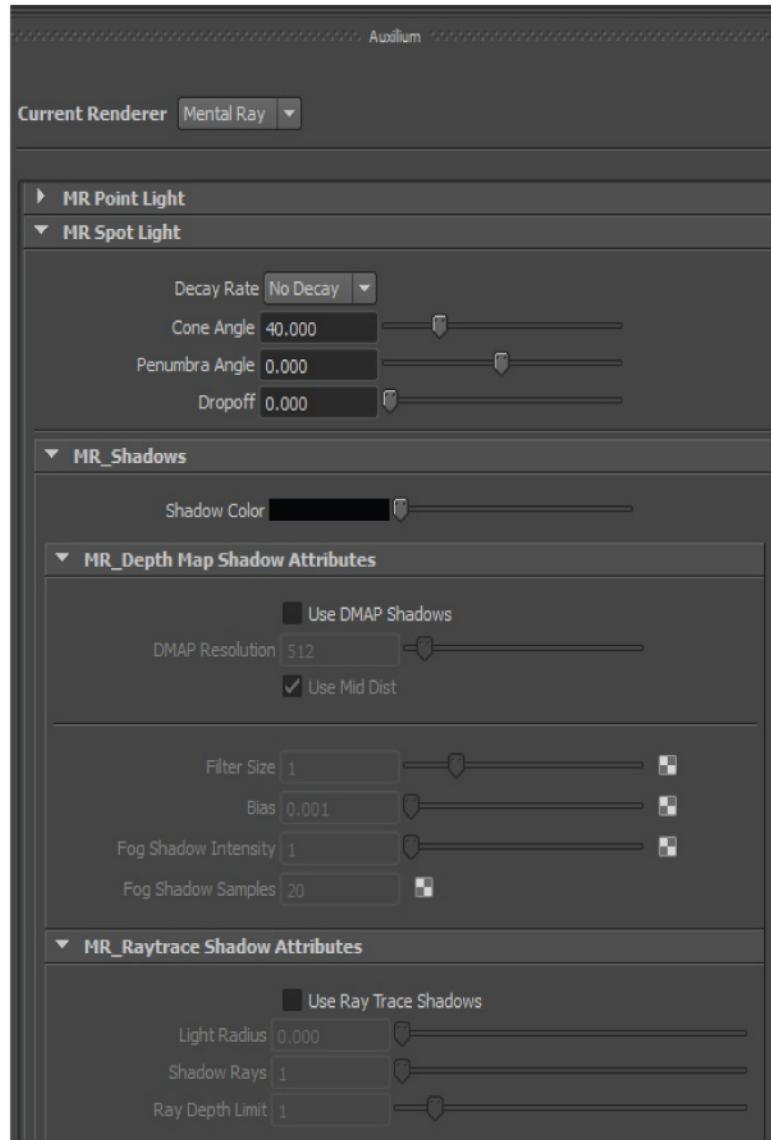
*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Mental Ray Light Creation:

Spot Light Settings



Custom settings for each light type. Many shadow controls and GI controls shared between light types, with subtle differences.

Spot light has cone angle, penumbra angle, and dropoff

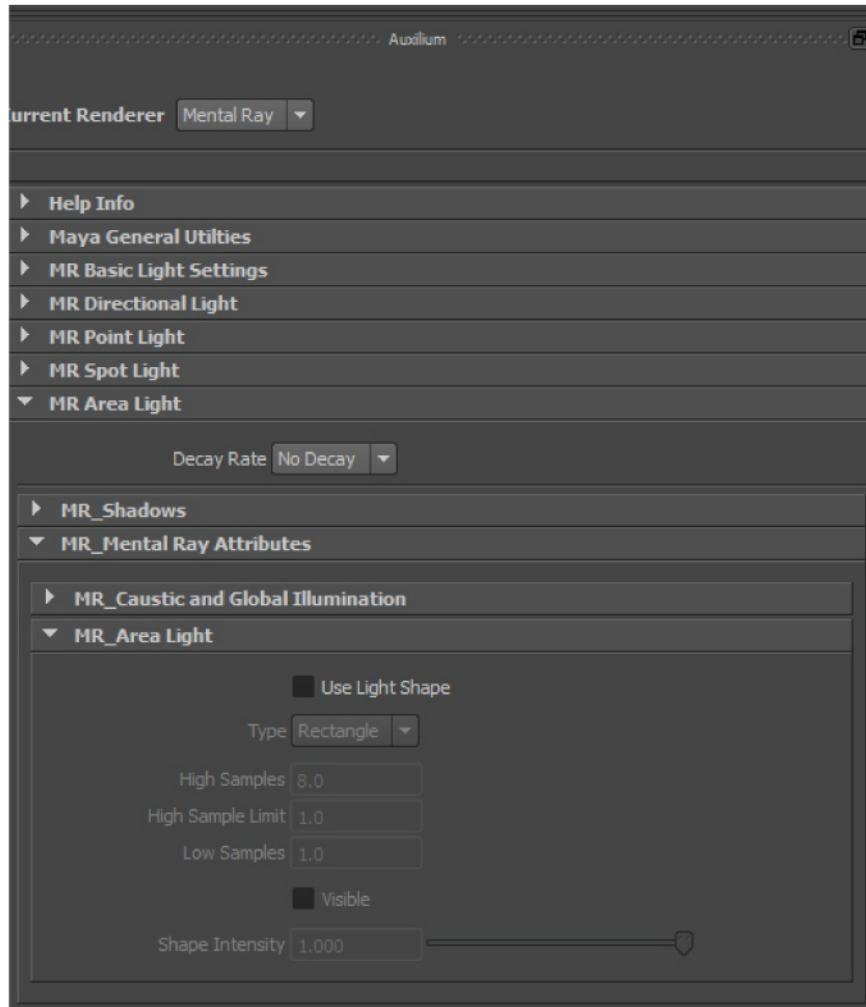
*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Mental Ray Light Creation:

Area Light Settings



Custom settings for each light type. Many shadow controls and GI controls shared between light types, with subtle differences.

Area Light has light shape settings, same settings found in the attribute editor.

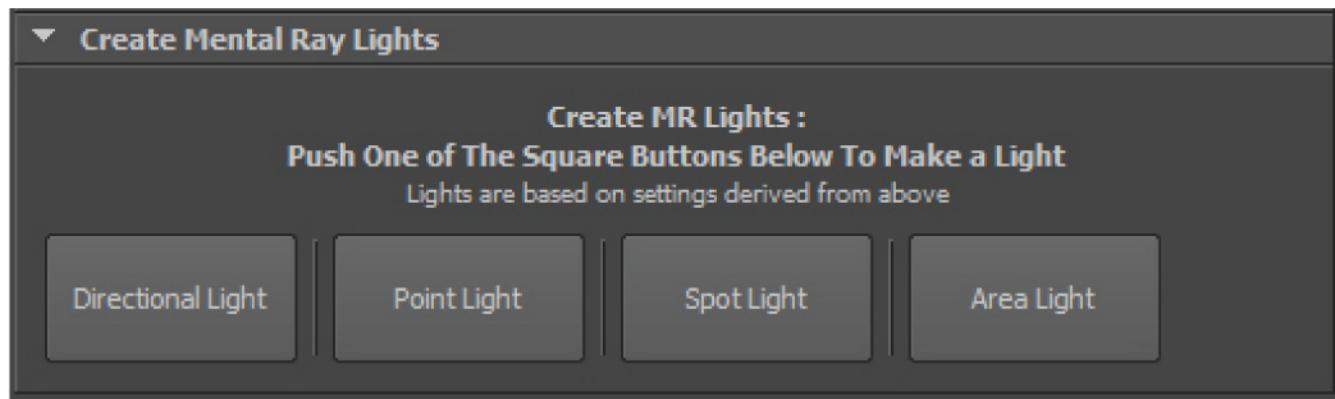
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Mental Ray Light Creation:

Final Light Creation Buttons



Final light creation is based on the settings from directional, point, spot, and area light layouts.

To create a light just press the button with the corresponding light type desired, settings are automatically taken from the settings input.

No settings are required, a light can be created on initial UI load without changing anything.

Settings input are retained until UI is closed, so multiple lights can be created with the same settings, or prefix.

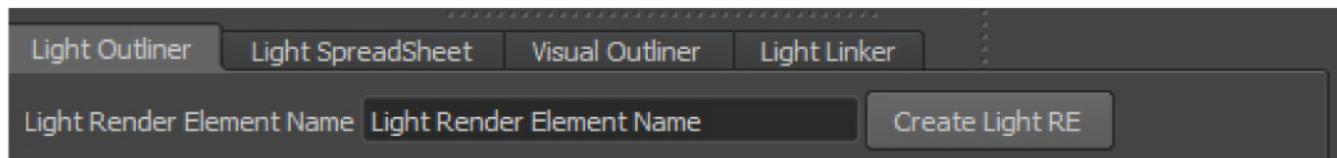
*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Vray Light Outliner Specific Settings

Light Render Element



This feature works under Vray;

Select lights from the light outliner, and type the desired name for the light render element name, then click create LightRE

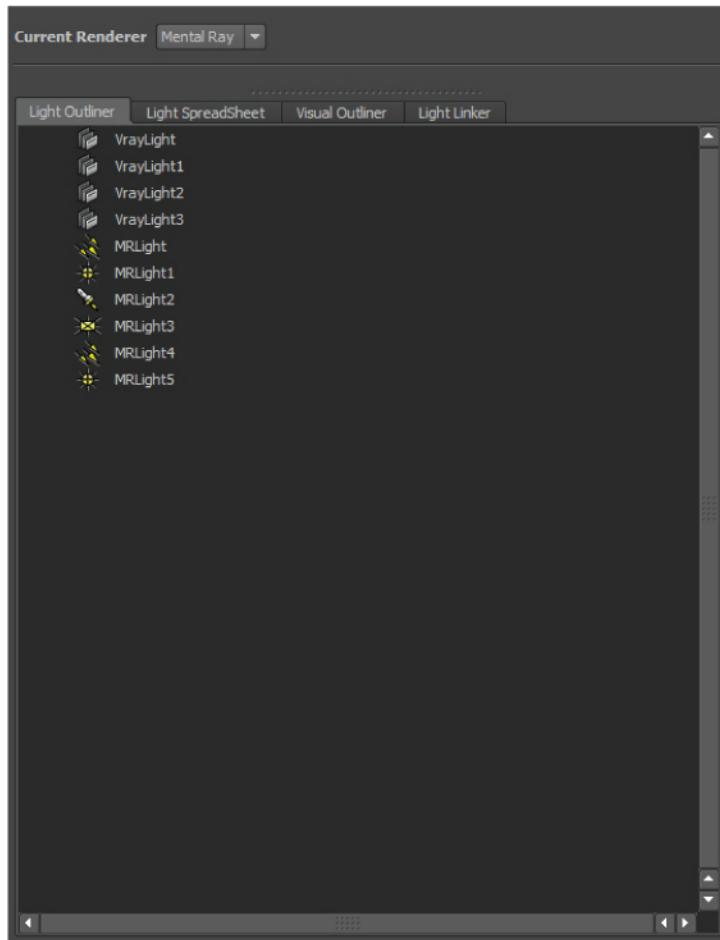
This feature creates a render pass containing the added lights, this pass can be viewable in the Vray Frame Buffer, or at render time.

The render element can be viewed in the outliner, and lights currently in it will be listed inside the element group.

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Maya Lighting and Rendering UI

Light Outliner, SpreadSheet, Visual Outliner, Light Linker
Light Outliner



Light Outliner displays all lights currently in the scene, No Matter what renderer is selected.

grouping, renaming, re-ordering can occur.

All functions of Maya's default outliner can be completed.

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Maya Lighting and Rendering UI

Light Outliner, SpreadSheet, Visual Outliner, Light Linker
 Light Spreadsheet

	Intensity	Cone Angle	Penumbra Angle	Dropoff	Color R	Color G	Color B	
	Basic Parameters	Shadows	Options					
MRLightShape1	1				1	1	1	
MRLightShape2	1	40	0	0	1	1	1	
MRLightShape4	1	40	0	0	1	1	1	
MRLightShape5	1	40	0	0	1	1	1	
MRLightShape6	1	40	0	0	1	1	1	
MRLightShape7	1	40	0	0	1	1	1	
MRLightShape8	1	40	0	0	1	1	1	
MRLightShape9	1	40	0	0	1	1	1	
MRLightShape3	1				1	1	1	

Light Spreadsheet works the same way as the attribute spreadsheet.

Re-ordered so that attributes are grouped by logical categories, found within the Visual Outliner, modeled off of Maya's attribute editor

Within Mental Ray the categories are basic parameters, shadows, and options

Within Vray categories are basic parameters, sampling, shadows,options

groups can be selected, used to edit common attributes of multiple lights

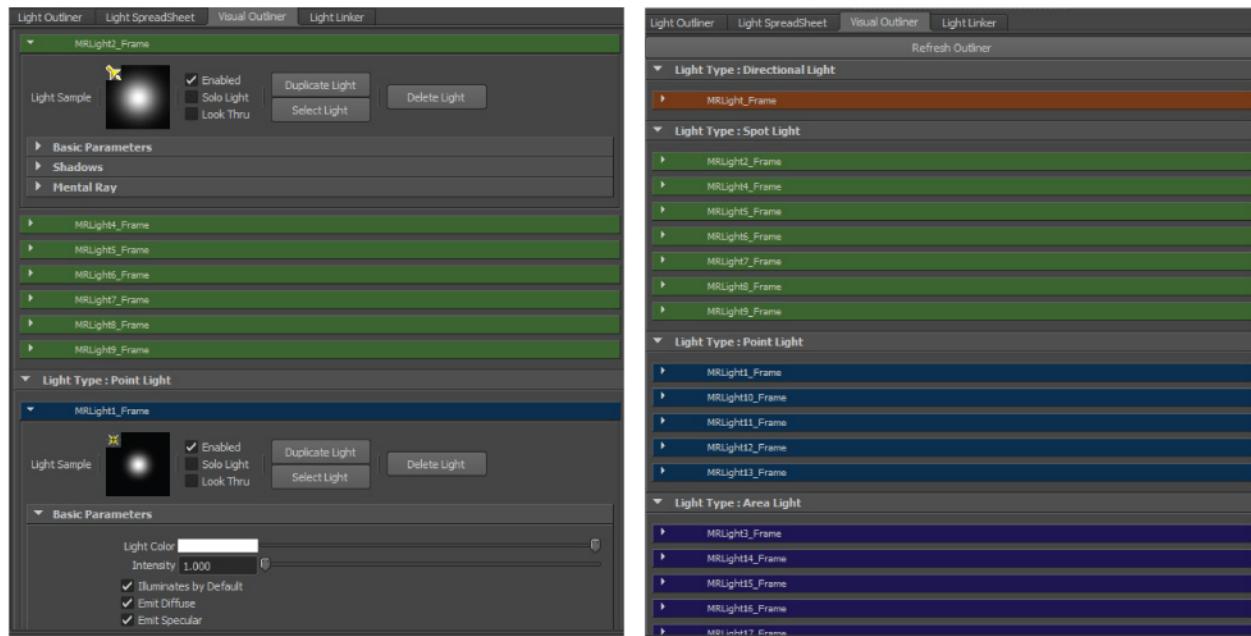
at once. UI is expandable in the horizontal and vertical so that the spreadsheet can be completely visible.

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Light Outliner, SpreadSheet, Visual Outliner, Light Linker
 Visual Outliner: Mental Ray



Visual Outliner is used to edit multiple lights at once with a completely visual outiner.

Each light is added to a layout corresponding to it's light type. These are each collapsible to reveal the controls for each light. Lights can be duplicated, deleted, solo'd, looked through, enabled, and the majority of the controls found in the attribute editor are found here as well.

Think of this outliner as attribute editors for all lights selected in a scene.

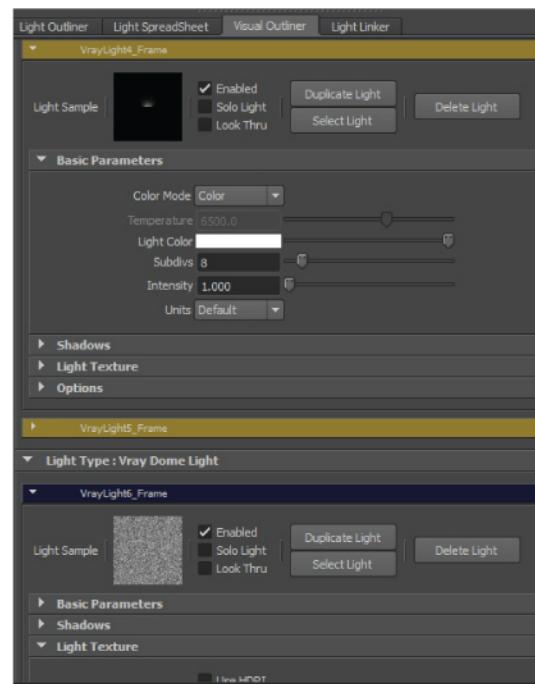
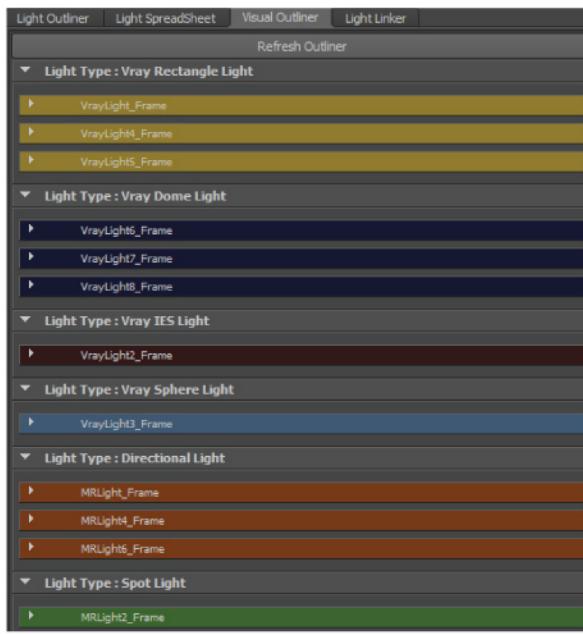
Supported lights under Mental Ray are spot, area, directional, and point

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Light Outliner, SpreadSheet, Visual Outliner, Light Linker
 Visual Outliner: Vray



Vray Visual Outliner is similarly setup to Mental Ray, textures can be added to rect light, and dome lights through the UI, UI creates file node, and placement, upon remove check from useRect (rectLight) or useHDRI(domelight) both the file node and 2dplace are cleaned up.

All controls change the light attributes immediately, and the light sample is updated. When lights are added in the scene, refresh outliner will change the items in the outliner to reflect the newly selected items.

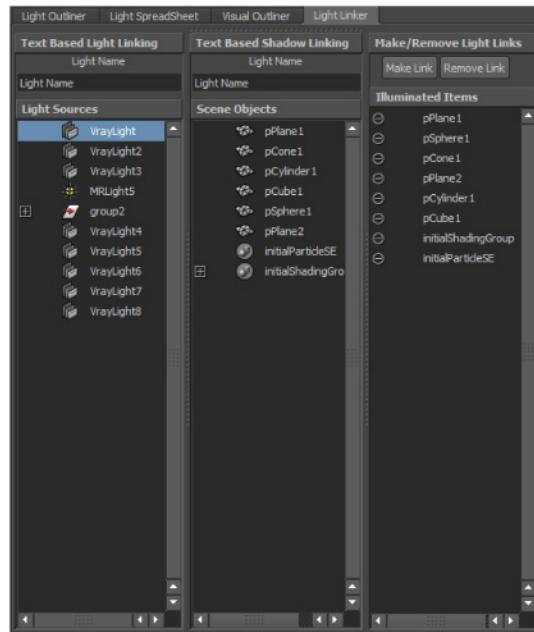
Supported lights in Vray are Vray Rect, Vray Dome, Vray IES, Vray Sphere, Directional Light, and Spot Light.
 Outliner frames are named with light name, and change when lights are renamed.

*Tested in Maya 2013, and Maya 2014 under Windows and Linux

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Maya Lighting and Rendering UI

Light Outliner, SpreadSheet, Visual Outliner, Light Linker
Light Linker



Light linker functions the same way in Mental Ray and Vray. There are two ways to remove/add links. The first is the three outliners. Select groups, or singular lights on the left, geometry in the middle and click “make link” this newly added geo is then displayed in the illuminated panel.

To remove select a light, then select geo in the illuminated panel, and click remove.

The second method is by typing a light name found in the scene into either light linking or shadow linking.

!lightname will remove links, and lightname will add links.

If no geometry is selected in the scene then all links will be added or removed.

You can selected geometry in the scene, or groups of geometry.