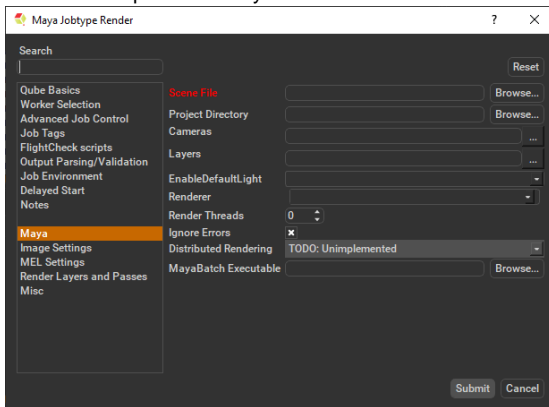


SimpleCMD_QubeUIParametersMaya

Parameters Specific to Maya



✓ [Click here for details...](#)

Scene File

Path to Maya scene (required). Browse for or enter manually the location of the scene file to be rendered. This is a required field for submission.

Important: Best practice is to ensure the scene file and all of its dependent files such as textures are on network storage accessible by the workers.

Project Directory

Path to Maya project directory. If you are submitting from Maya, this will be filled in for you. Otherwise, browse for or enter manually the location of the project directory.

Important: Best practice is to ensure the project directory and all of its dependent files such as textures are on network storage accessible by the workers.

Cameras

List of cameras to use for render (space-separated). Choose from pre-populated list and or enter manually cameras to override scene settings.

Layers

List of layers to render (space-separated). Choose from pre populated and or enter manually layers to override scene settings.

EnableDefaultLight

Choose from drop down to override scene settings.

Renderer

Choose from drop down to override scene settings

Render Threads

Number of threads each subjob should use. This is set for you if you set the Specific Thread Count above. Set to -1 to use the value of host.processors instead, 0 to use all cores on the Worker (if the renderer supports that).

Ignore Errors

Tick the box to ignore errors. This ignores error messages that are generated during the render that would otherwise cause frames to fail.

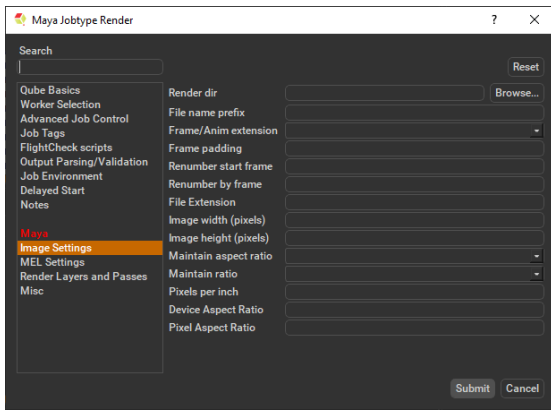
Distributed Rendering (Unimplimented)

Enable Distributed Rendering (mental ray satellite OR V-Ray DR). Choose from the drop down to override scene settings. See also [Distributed Renders with mental ray or V-Ray](#)

Maya Batch Executable

Browse for or specify the path to the maya executable file (mayabatch.exe for Windows), if you want to override the auto-detected default. In normal circumstances, this field should be left blank.

Important : Be aware that if you are submitting from one OS to another, the path to the executable will be different. Qube! will handle that if you leave this field blank.



✓ [Click here for details...](#)

Render dir

Path to Maya output render directory. Browse to or manually enter the location of the output image file you wish to generate. You should never have to set this manually.

Important: Best practice is to ensure outputs are written to network storage accessible by the workers.

File name prefix

Image file name prefix overrides the Maya scene settings, eg in name.#.ext, **name** would be changed.

Frame/Anim extension

Choose from drop down to override the Maya scene settings, and position the frame numbers in the output file name.

Frame padding

Number of digits for frame number, e.g. using 4 would produce name.0001.ext.

Renumber start frame

The starting output image filename extension value. Enter the numeric value to override the Maya scene settings.

Renumber by frame

The output image filename extension step ('by' or increment) value. Enter the numeric value to override the Maya scene settings.

File Extension

The string added at the end of the file name. Enter the file extension value to override scene settings.

Image width (pixels)

Image width. Enter the numeric value to override scene settings

Image height (pixels)

Image height. Enter the numeric value to override scene settings

Maintain aspect ratio

Maintain Aspect ratio. Select required option from drop down

Maintain ratio

Maintain ratio. Select required option from drop down

Pixels per inch

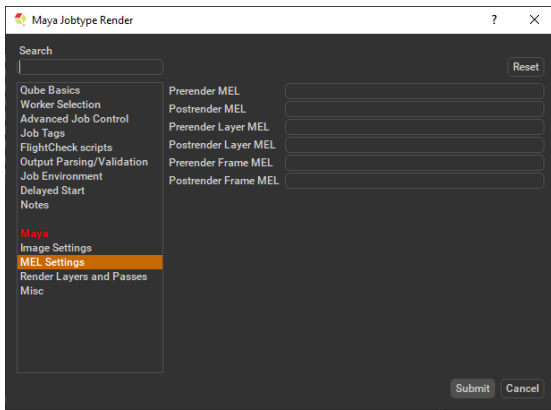
Resolution (Pixels/Inch). Enter the numeric value to override scene settings

Device Aspect Ratio

Device Aspect Ratio. Enter the numeric value to override scene settings

Pixel Aspect Ratio

Pixel Aspect Ratio. Enter the numeric value to override scene settings



▼ [Click here for details...](#)

preRenderMel

The mel string to be executed before a scene is rendered. Enter the script string.

postRenderMel

The mel string to be executed after a scene is rendered. Enter the script string.

preRenderLayerMel

The mel string to be executed before a render layer is rendered. Enter the script string.

postRenderLayerMel

The mel string to be executed after a render layer is rendered. Enter the script string.

preRenderFrameMel

The mel string to be executed before a frame is rendered. Enter the script string.

postRenderFrameMel

The mel string to be executed after a frame is rendered. Enter the script string.