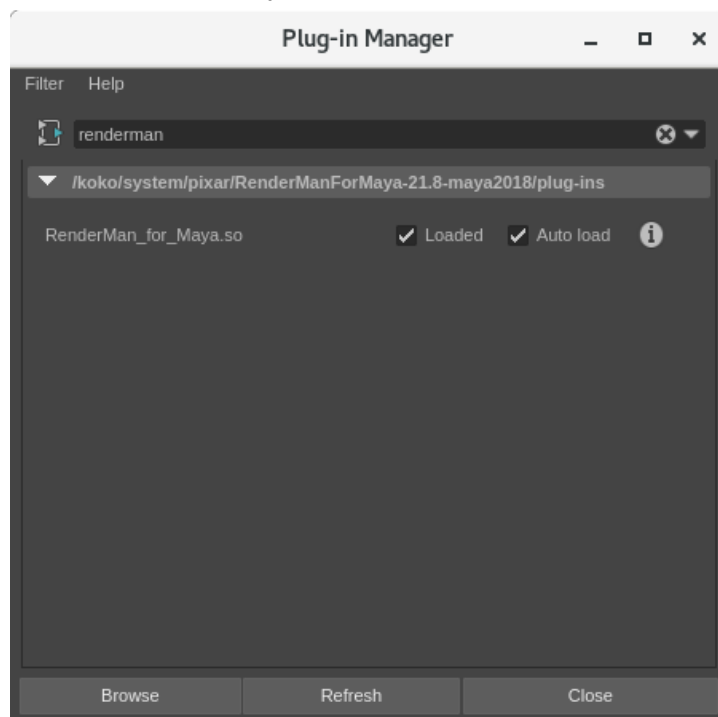


1. To run Maya from Terminal on an iLab machine  
in a new window: `$ maya`  
OR  
with a Maya file, (i.e. .ma, .mb): `$ maya -file 1.ma`

Note: click OK on the small windows opened, and wait until “RenderMan” appears on the top left to “Help”



2. To load RenderMan for Maya in Maya if the “RenderMan” does not appear  
go to Windows > Settings/Preferences > Plug-in Manager, search “renderman”, for RenderMan\_for\_Maya.so, click on Loaded and Auto load, then close.



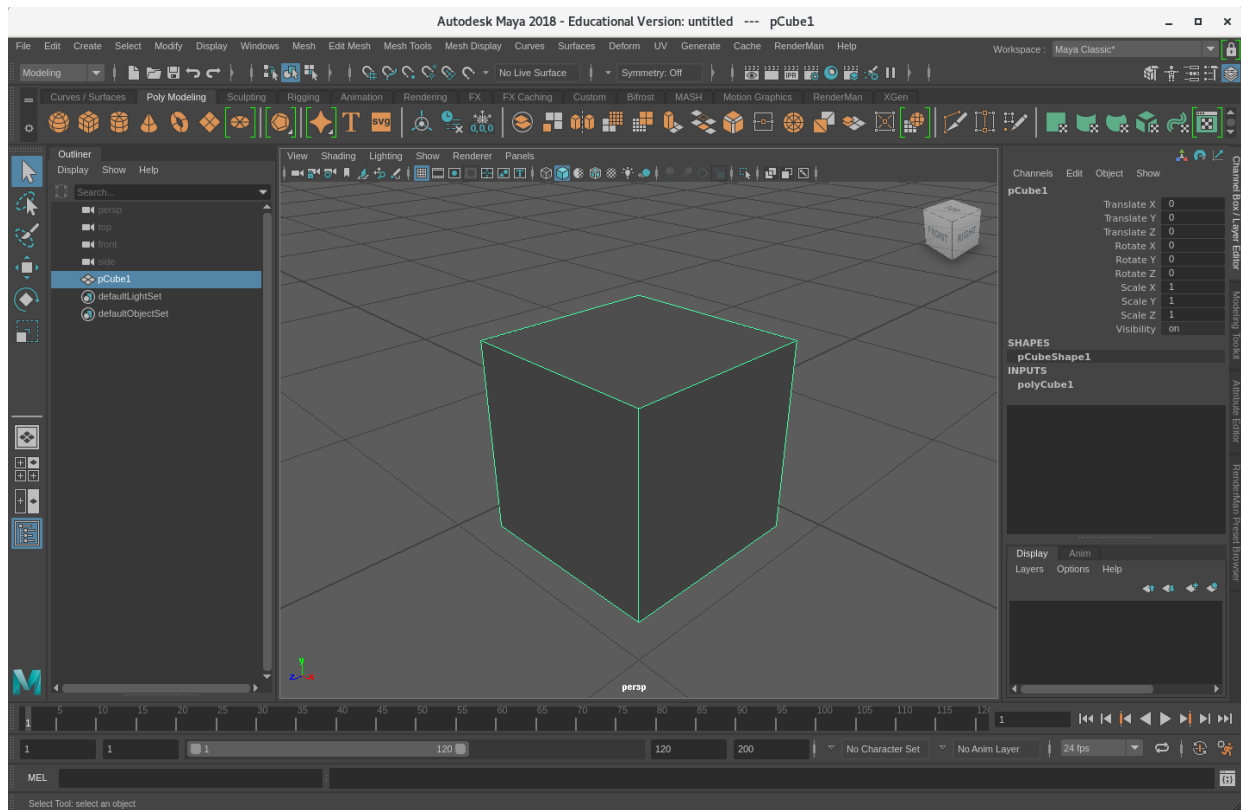
Note: unloading RenderMan after loaded causes segmentation fault in Maya and closes without saving, so make sure your work is saved regularly

3. To start modeling with simple shapes

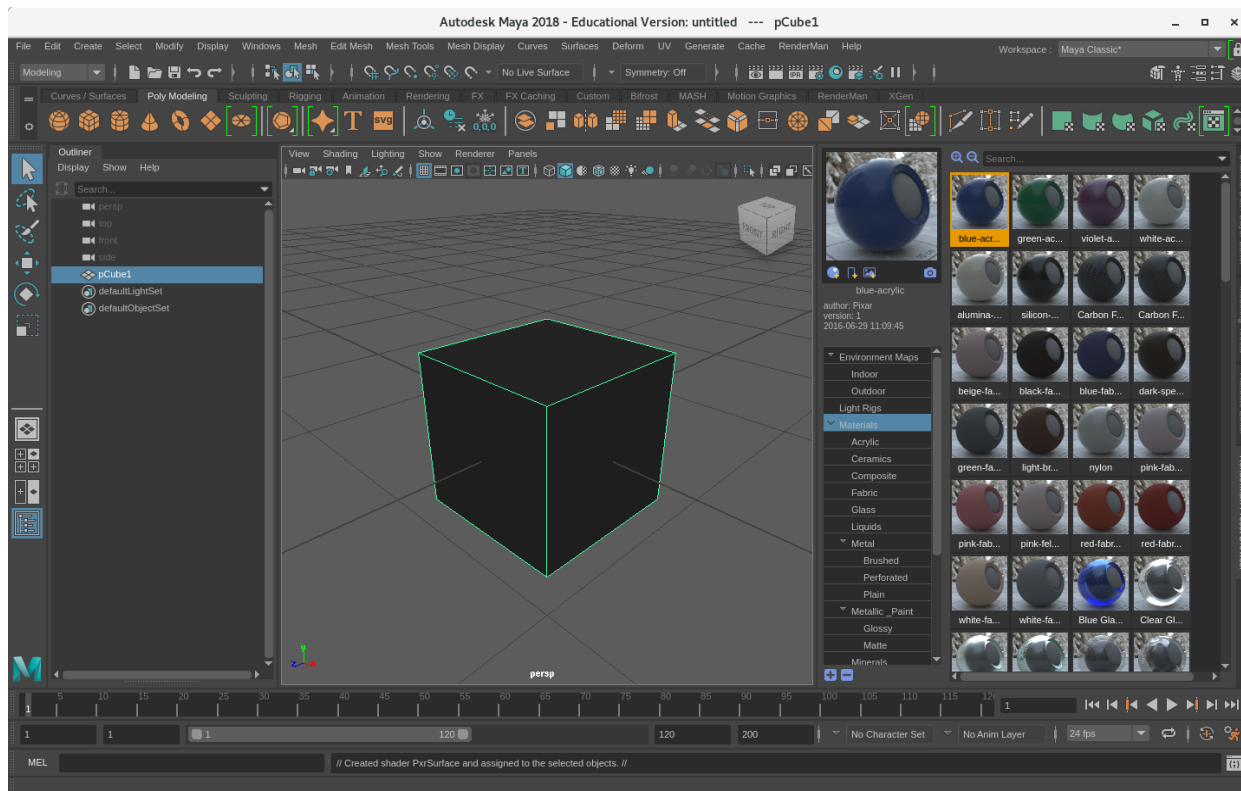


go to the tab of “Poly Modeling” right to default tab “Curves / Surfaces”, choose the shape you would like to start with or follow tutorials you have found. The example inserted a

Polygon Cube which is second to the left on the shelf.



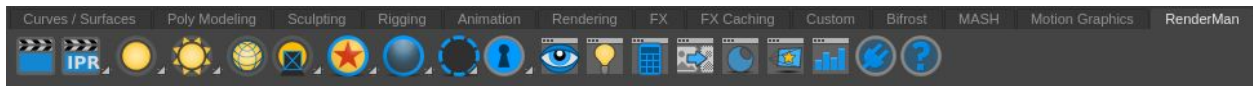
4. To apply simple material to an object



with Pixar's preset materials: go to RenderMan > Preset Browser ... , right click on the material you would like to apply to the object, select "Import And Assign to selected"  
with customized materials: right-click on the object > Assign New Material ...

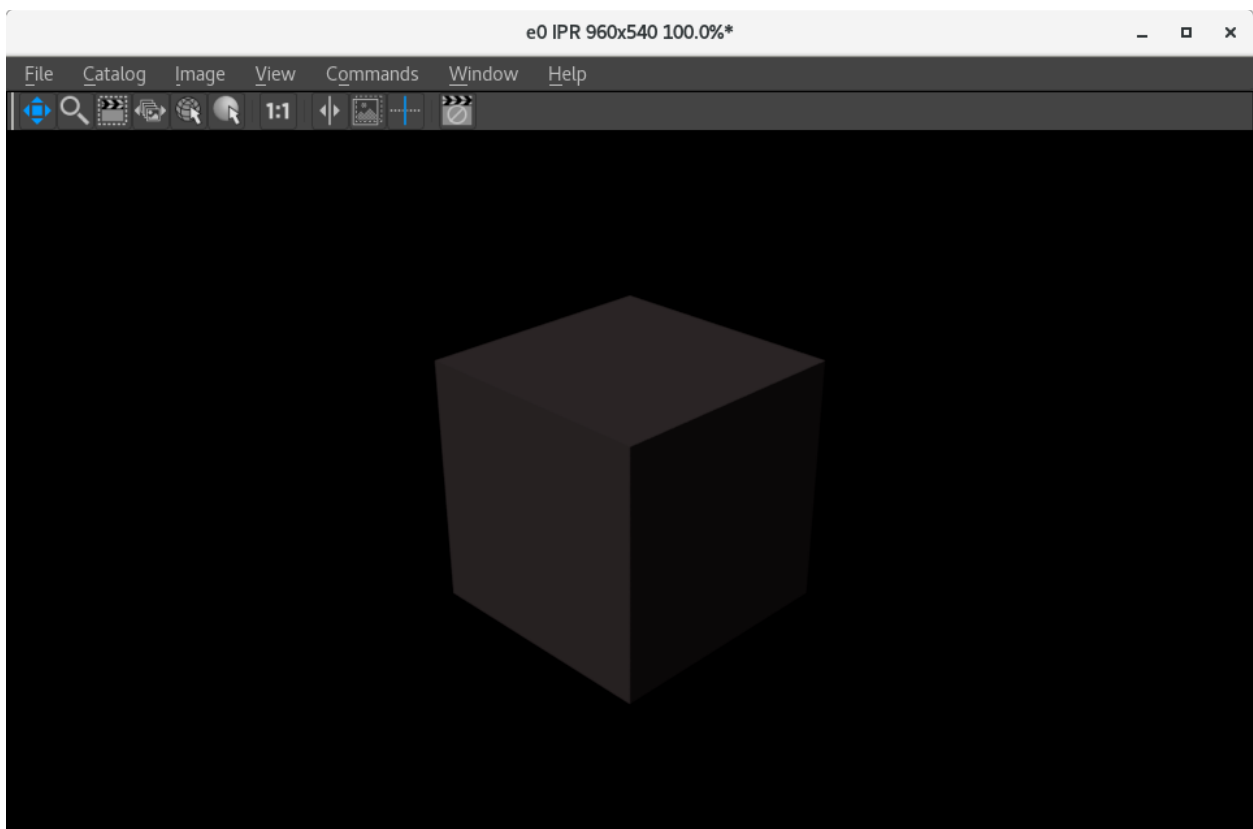
Note: default renderer in Maya is not displaying Pixar materials well, it appears to be darker than it should be.

## 5. To start rendering with RenderMan for Maya



with IPR (Interactive Preview Rendering), click on IPR, which is second to the left. The window of IPR will pop up. And the rendering updates with your view in Maya concurrently.

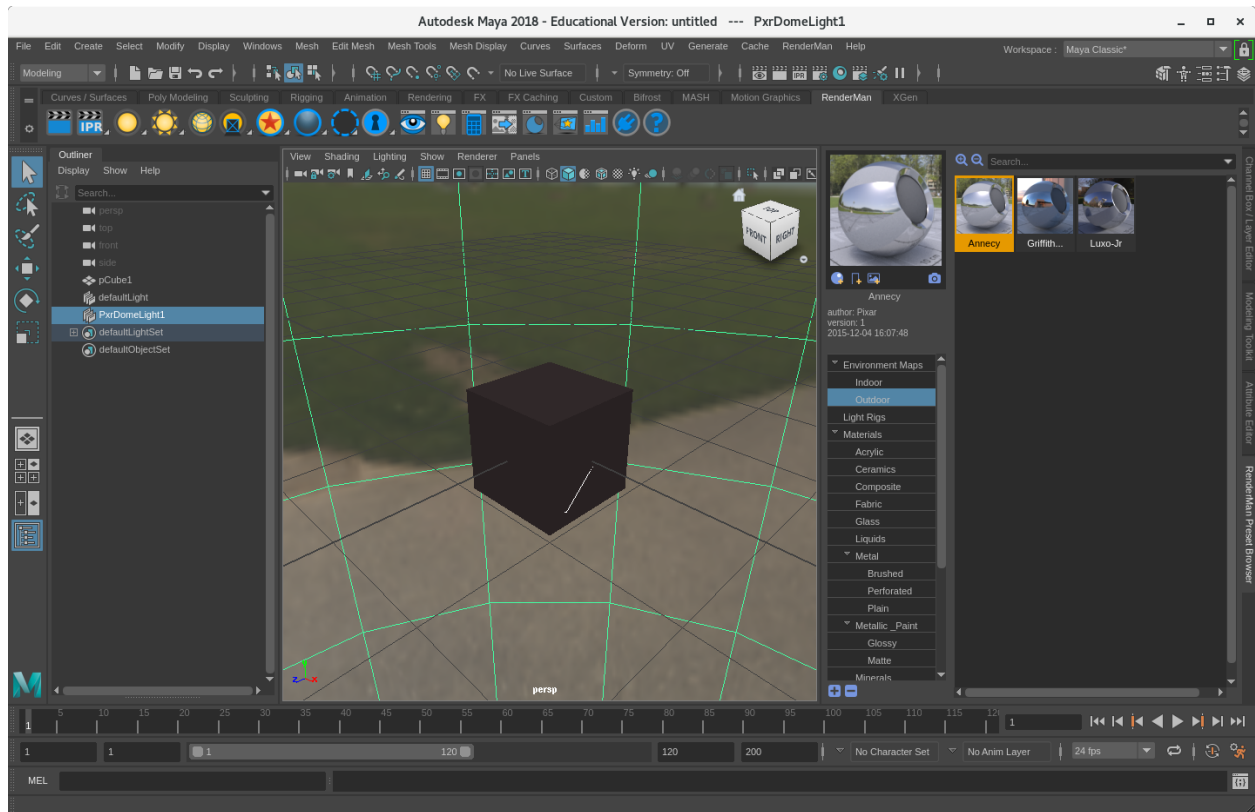
Note: View > Resize Window to Image (Ctrl + F); Window > Catalog (C), to show or hide Catalog; Window > Inspector (I), to show or hide Inspector.

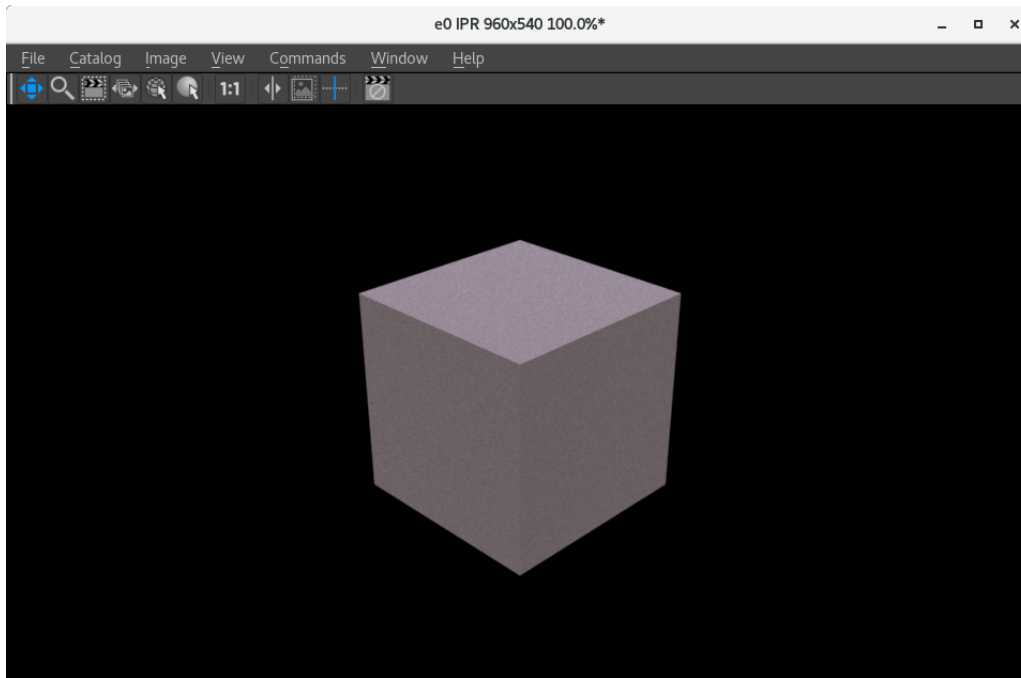


## 6. To change render settings (i.e. resolution) of RenderMan

go to RenderMan > Render Settings ... > Image Size, modify Presets, Width, Height, etc.

7. To add basic light (i.e. dome light) with outdoor environment map  
click on the Sun, which is fourth to the left on the RenderMan shelf.  
Then go to RenderMan Preset Browser > Environment Maps > Outdoor > Annecy.  
Select the dome light, make sure it is green, then right click on the environment map and  
click on "Import".  
Now the cube in IPR has become brighter accordingly.

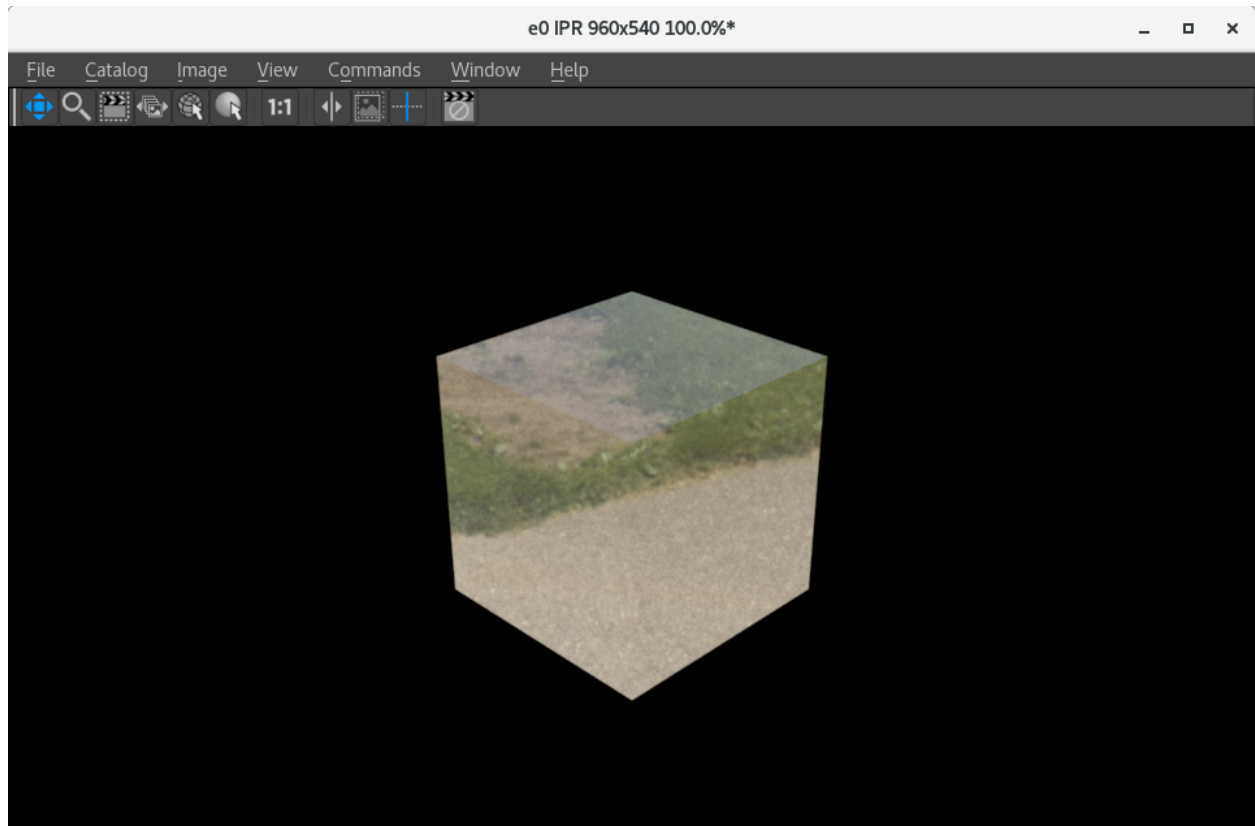




8. To save your scene in Maya, go to File > Export All ..., and choose “Files of type” as you need. Choose “Maya ASCII” or “Maya Binary” to save as Maya file. To save an object in Maya, select the object, go to File > Export Selection, and choose “OBJexport” to save it as an OBJ file.

Note: your files are by default saved to /ilab/users/your\_netid/maya/projects/default/scenes .

9. Explore different shapes, materials and lights freely. Here is another example with “Thin Glass” material applied to the cube.



Useful Links:

<https://www.cs.rutgers.edu/resources/instructional-lab>

Information about iLab machines, and instructions to access machines locally or remotely

<https://renderman.pixar.com/learn>

Pixar's learning website of RenderMan with helpful tutorials.

<https://www.lynda.com/search?q=maya>

Lynda, a MOOC website with many resources for free if you login with Rutgers credentials.