3 OBJECT REN... ✕

MovP NO	MovP YES
MTL COL	OBJ COL
RENDER N	RENDER Y
VISIBLE N	VISIBLE Y
CAST sh N	CAST sh Y
Options colors	

1	2	03	4	05
06	07	08	09	10

layers colors

By layers name

REFRESH

r layerid 0 ▲▼

| 100 | 500 | 1k | 2k | MAX |

Samples 1000 ▲▼

Prod. rendering

1920 ▲▼ 1080 ▲▼

Cam shift 0.0 ▲▼

Cam expo 1.0 ▲▼

Coherent ratio

Clay

Alpha

Rendering elements

Post processing

| AS | B | N |

0-3 1 ▲▼   s

MCR

SUN ACTIVATE

Objects:

morning
noon
evening
01

Left side labels:

- turn all objects as No movable
- objects viewed with materials
- turn selected objects to non renderable
- turn selected objects to non visible by camera
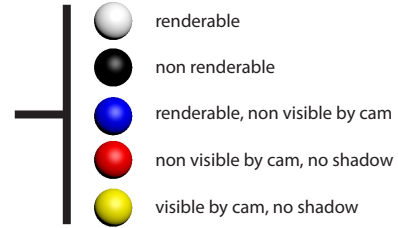- turn selected objects to non casting shadows
- click to refresh all informations below
- fast values for max. sampling
- max. sampling value
- adaptative sampling ON/OFF
- proxies preview details for selected proxies

Right side labels:

- turn all objects as movable
- objects viewed with wire color
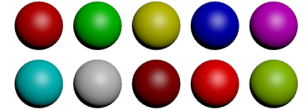- turn selected objects to renderable
- turn selected objects to visible by camera
- turn selected objects to casting shadows
- click to activate group above
- assign selected objects Layer ID : wire color of layer ID as they are rendered
- click to activate group above
- click to assign layer's objects Layer's ID# (layer name example : trees_LAYERID3)
- render layer setup : 0 = render layer setup unchecked other values : Active layer ID
- production rendering ON/OFF
- production rendering output size
- lens shift Y value
- camera exposure
- coherent ration ON/OFF
- clay rendering ON/OFF
- alpha channel ON/OFF
- rendering elements ON/OFF
- post processing ON/OFF
- B : show beauty pass
  N : show noise pass
- click to select all proxies then change value
- click to open render setup window
- click to make selected "OctaneDayLight_"+"name" active
- list of all OctaneDayLight_ in the scene click to select an OctaneDayLight_
- you must name it :"OctaneDayLight_"+"name" in the list it appear just "name"

Legend (spheres):

- renderable
- non renderable
- renderable, non visible by cam
- non visible by cam, no shadow
- visible by cam, no shadow

easy to see what is active : blue