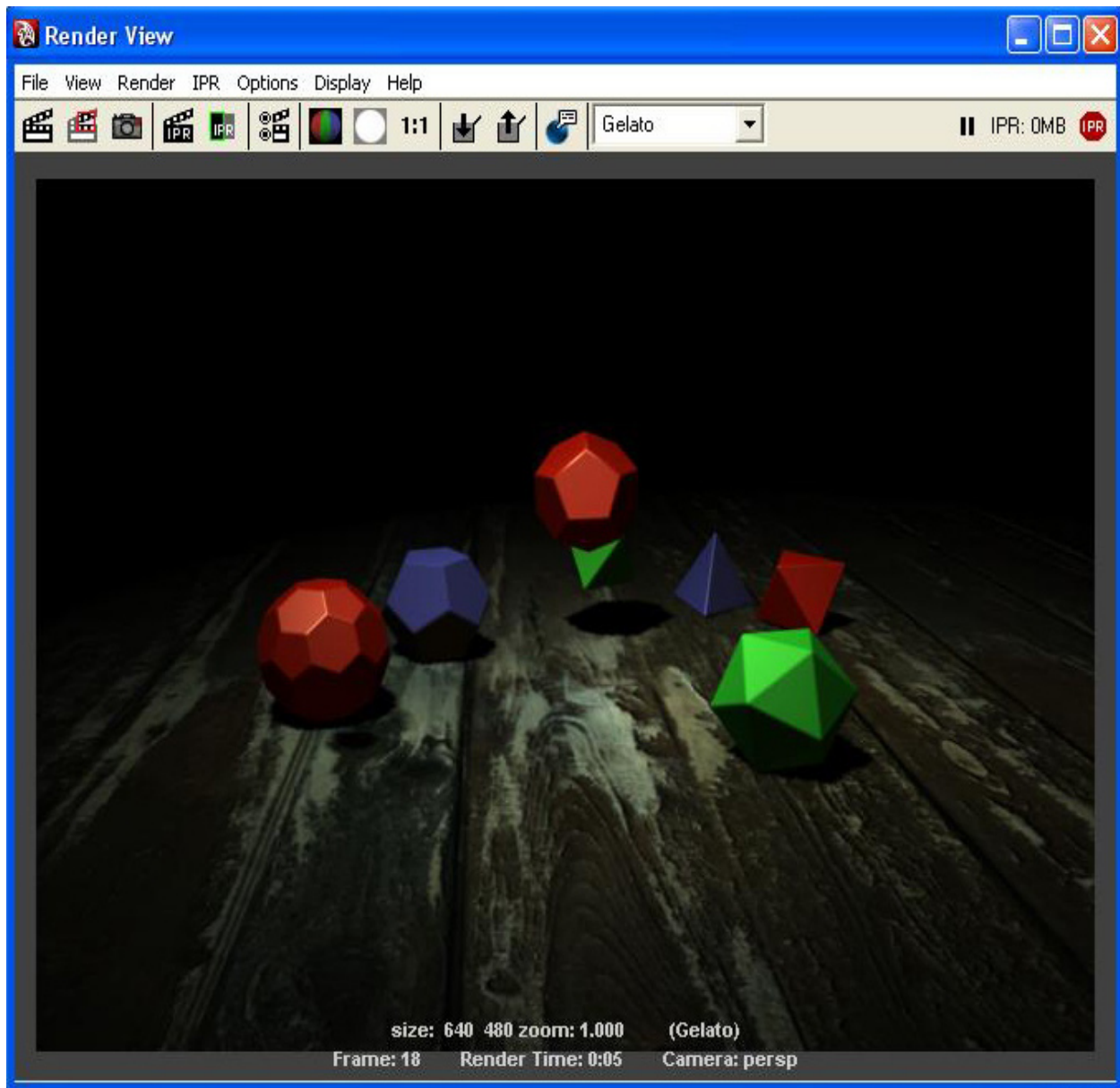
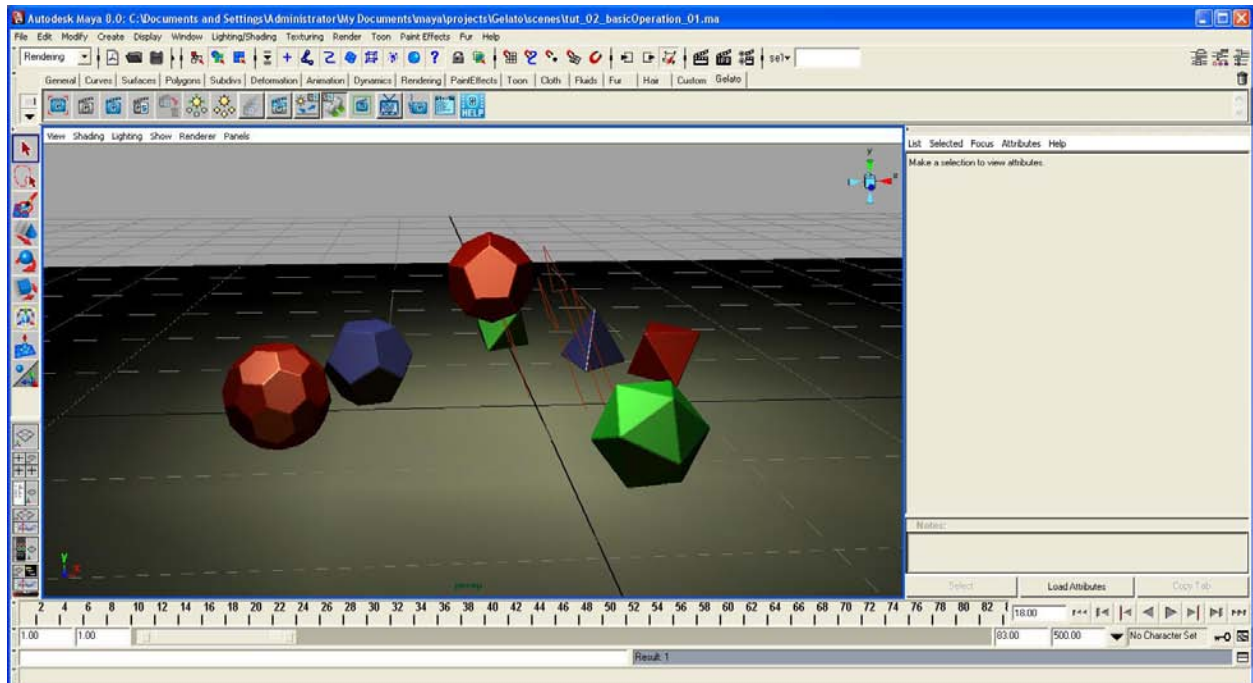


2.1 GELATO AND MAYA'S RENDER VIEW



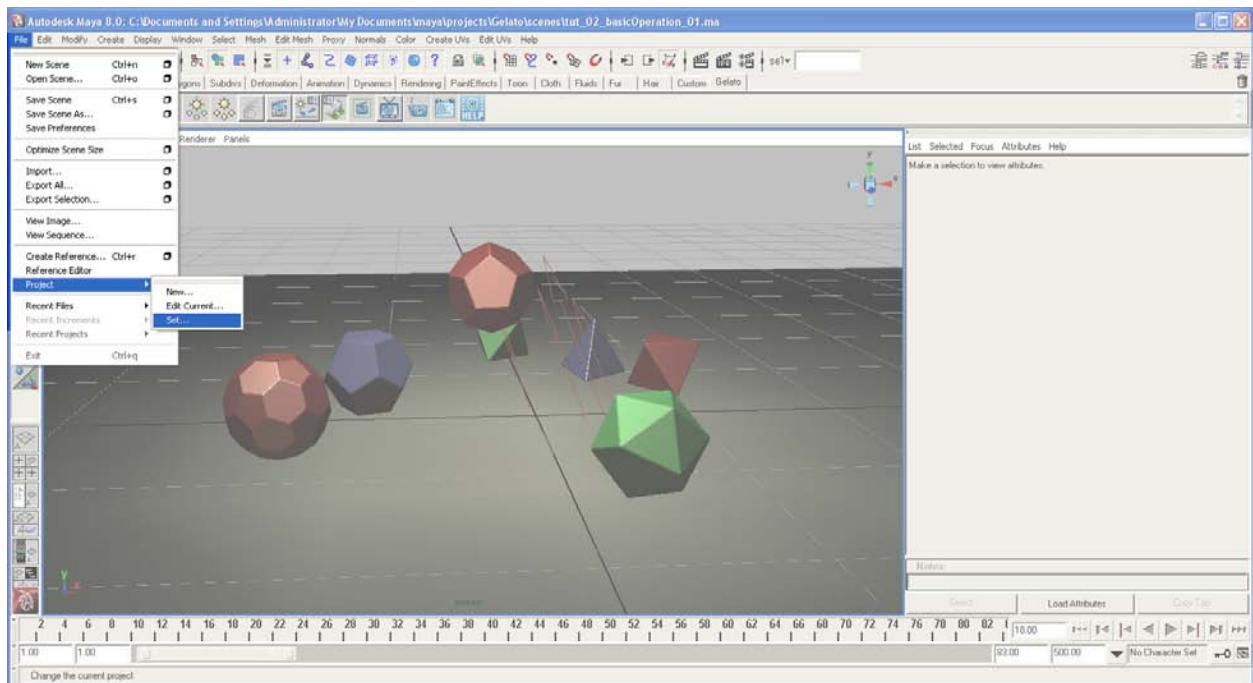
This is the companion to the movie, tut_02_01, part 1 of 3 NVIDIA® Gelato® Basic Tutorials.

In this tutorial, we will begin with the very basics of rendering in Gelato. We will look at the Render Settings, switch the rendering from Maya to Gelato, and become acquainted with the General section of the Gelato tab. Gelato will default to using its own Image Viewer; however, in this tutorial, we are going to show how we can still render into the familiar Maya Render View. As well, we will batch render an animation and view our animation in Maya's FCheck.

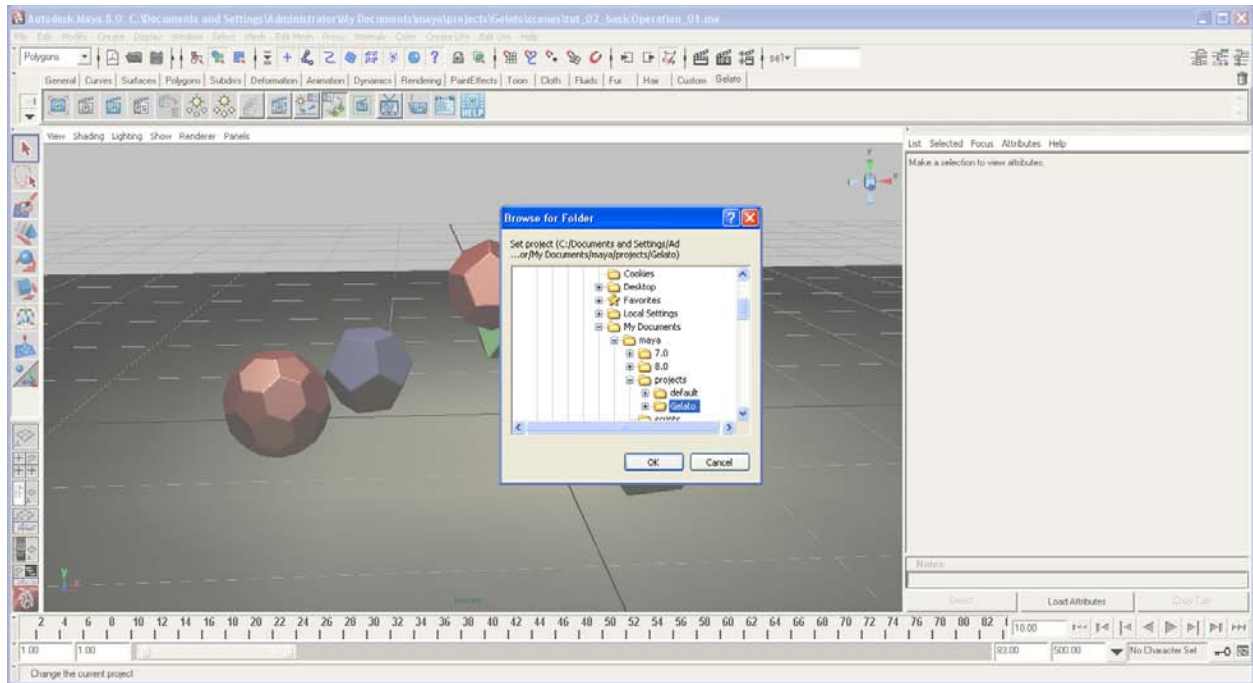


- Open scene tut_02_01.

We have a scene with some multi-sided dice, two lights, and the lights have shadows turned on – the scene is ready to render.

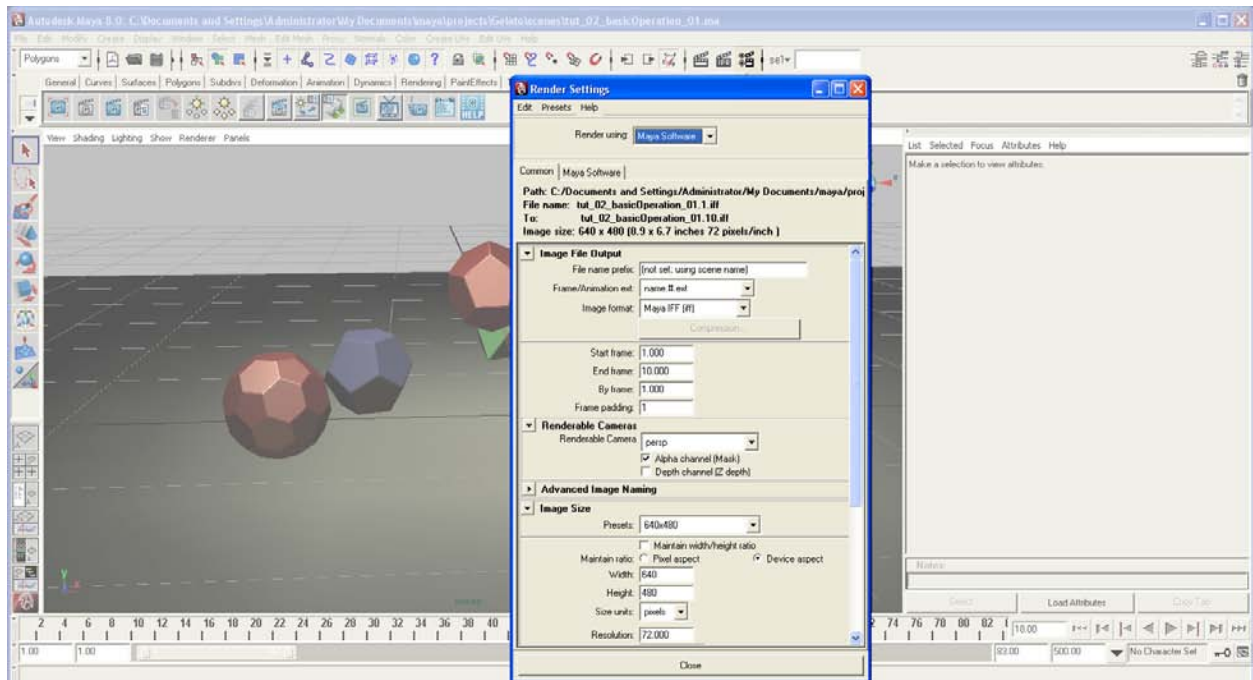


- Main Menu > File > Project > Set...

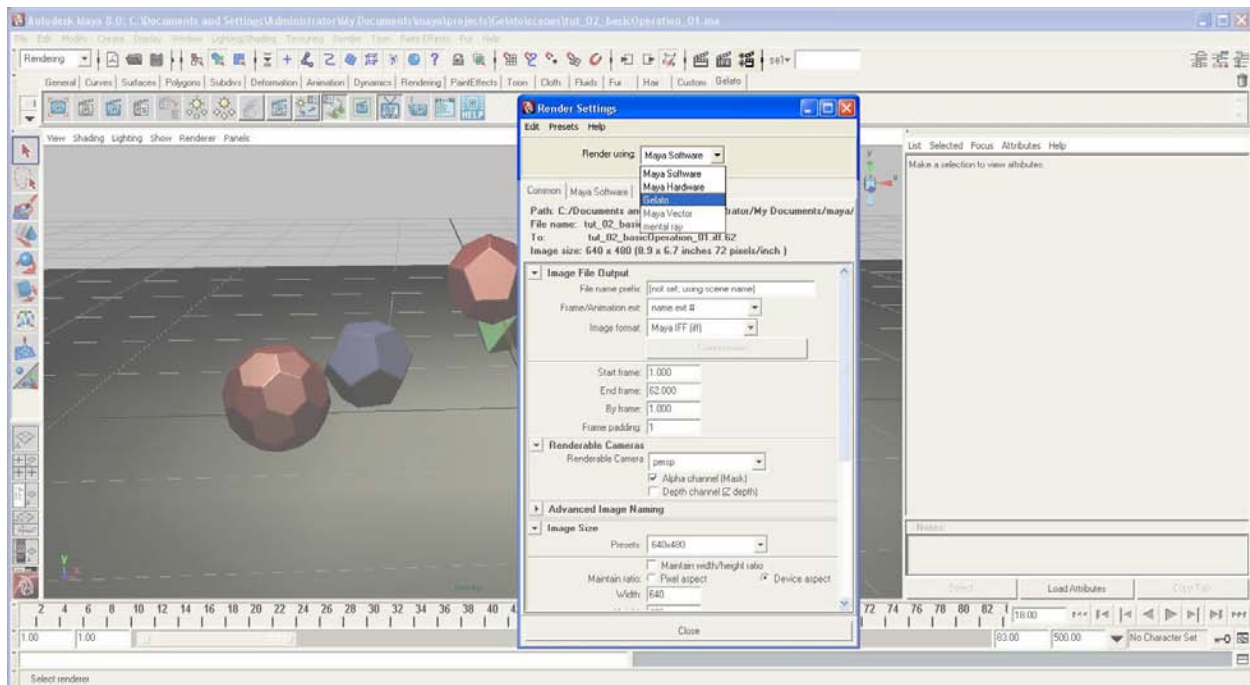


- Point to the Gelato Projects directory.

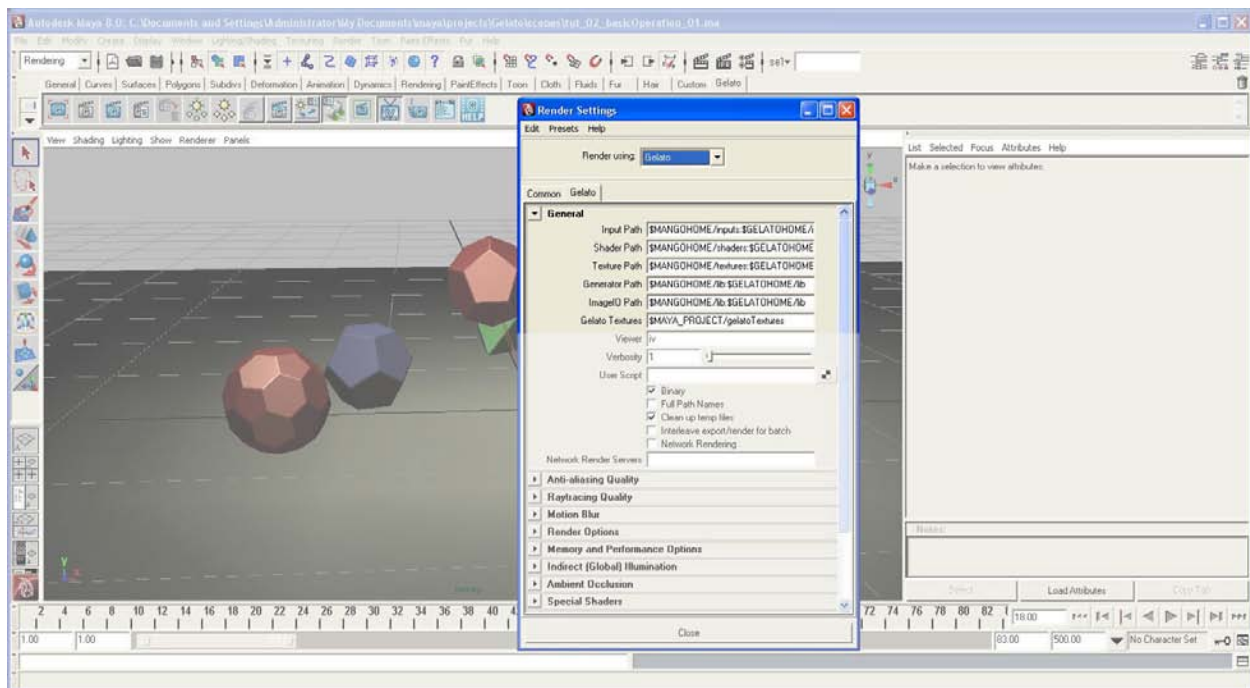
This is a good step to remember even when it is not mentioned. It ensures that the textures are going to link up and that the images are going to render into the correct location.



- Open the Render Settings, which used to be called Render Globals, using your favorite method.

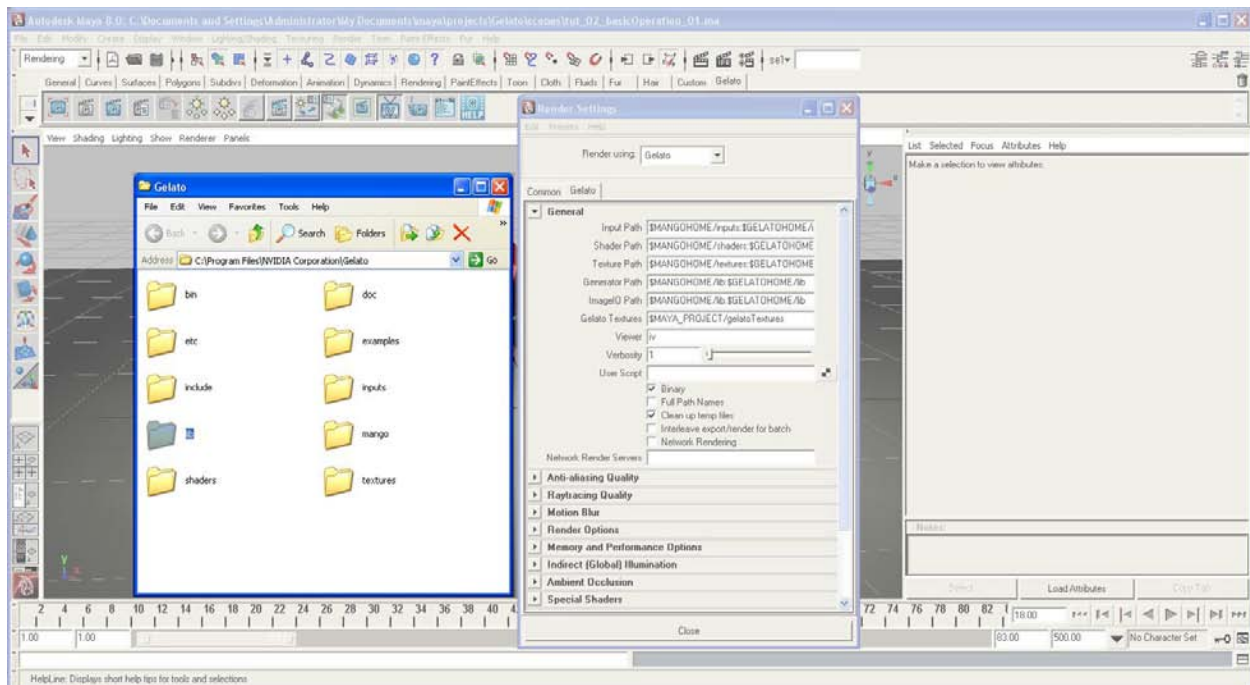


- Set “Render Using” to Gelato.



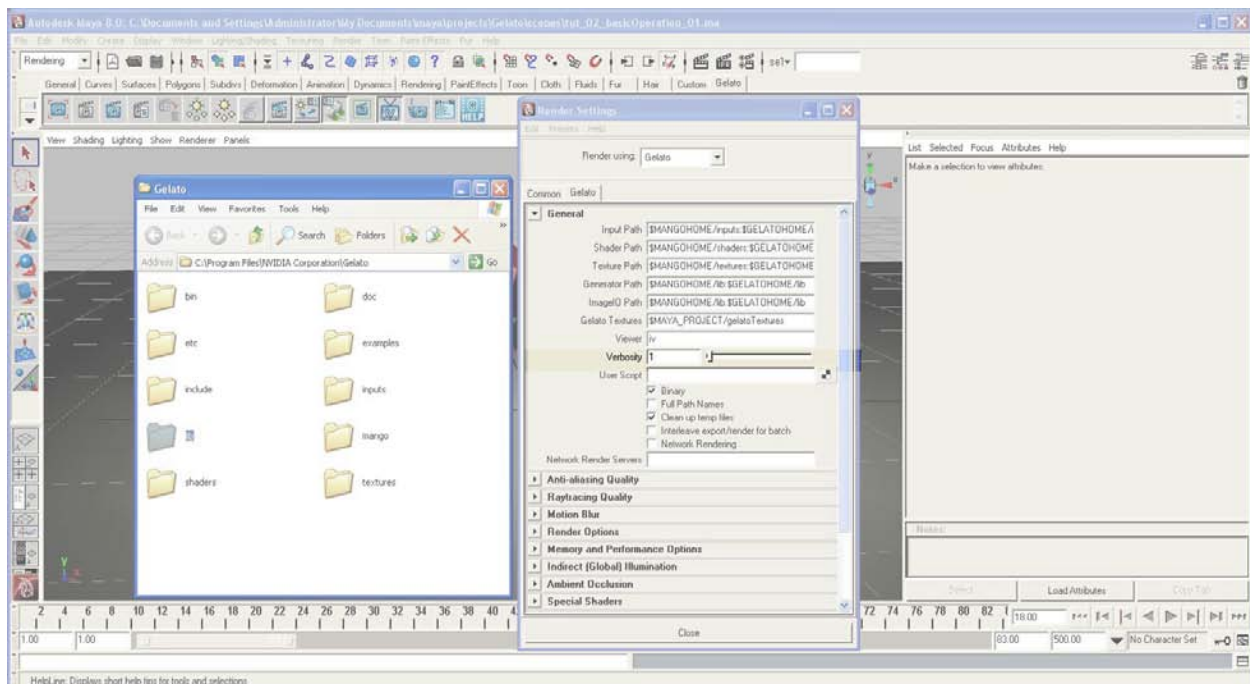
- **[CLK]** the Gelato tab.

The General section starts out with the paths for the various elements pointing to various Gelato directories. When we render, Maya exports PYGs, Python scripts, that execute the proper calls and translates the scene and lighting information into something that Gelato can understand directly. For instance, textures are going to be translated into .tx files and stored in the Gelato textures folder in the current Maya project directory.



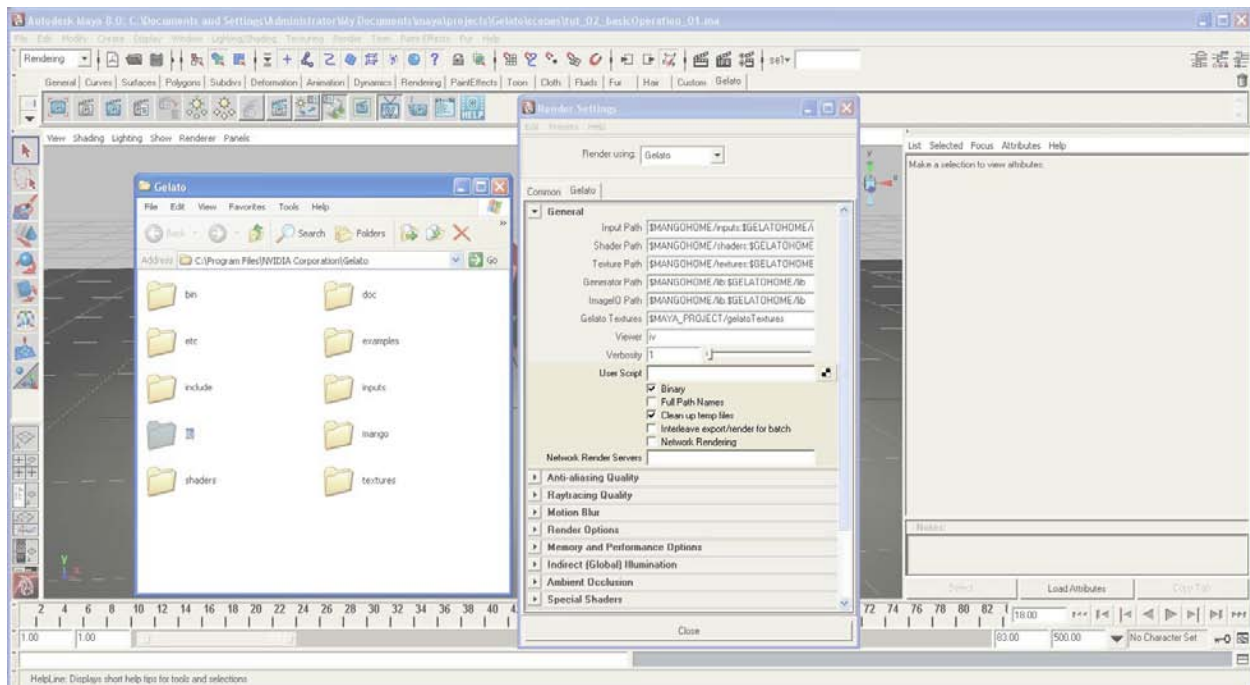
If we look at the NVIDIA Corporation/Gelato Install File, we can see the various folders which were created. These are the destination folders referenced in the Render Settings.

If we were going to move files around, we would want to update the paths. This could also be changed in the setup's environment variables (as seen in the previous tutorial).



Verbosity is the number of the error checking: 1 will report error only
 2 will report errors and warnings
 3 will report everything in the error log

When troubleshooting a problem, it would be beneficial to turn this up from the default 1.



User Script allows you to enter a Python script.

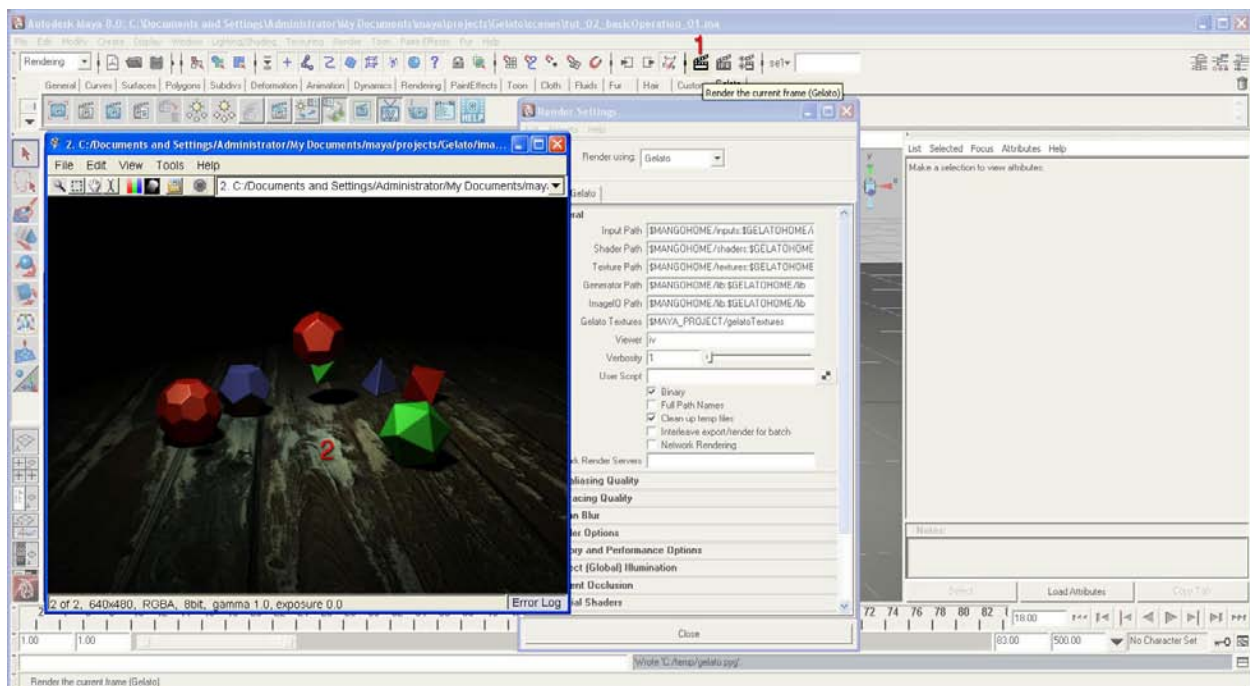
Binary indicates if it's going to output the Python scripts (PYG files that python uses natively) in binary or ascii; enabling binary will create the smaller binary script.

Full Path Names will give a file a Gelato name attribute.

Clean up temp files allows us to choose whether or not we wish to keep the temp files after the render is done.

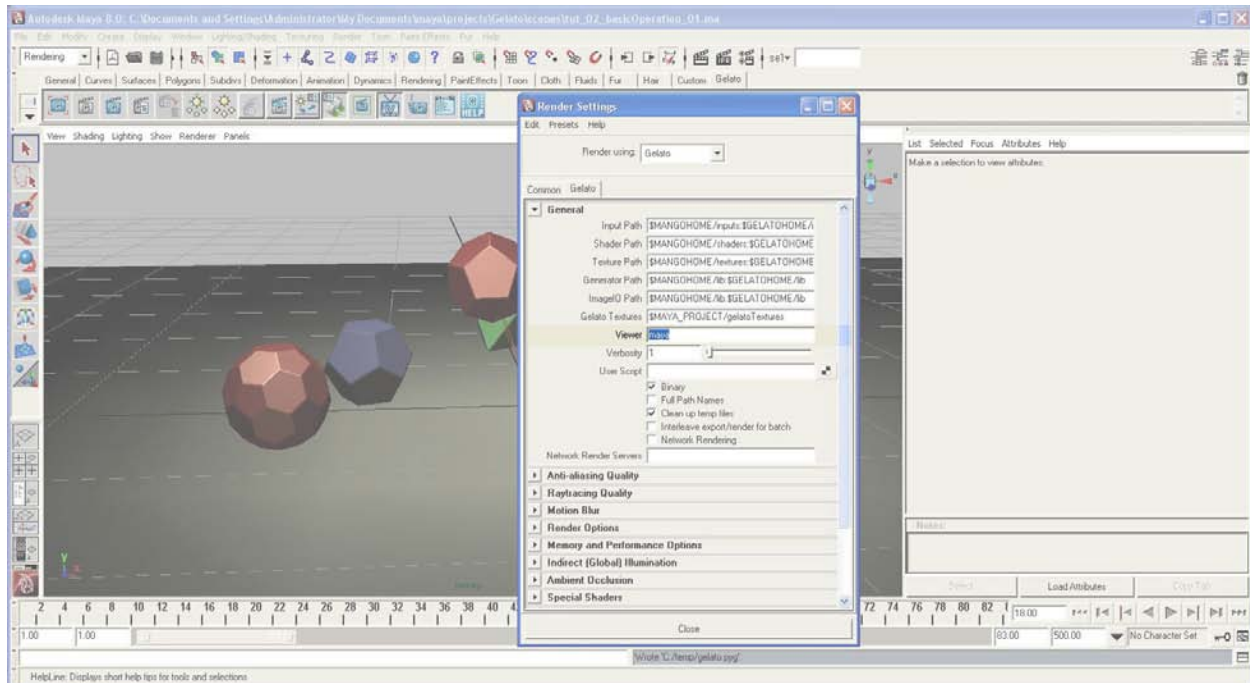
Network Rendering allows us to set up network rendering.

Network Render Servers lists the servers being used.



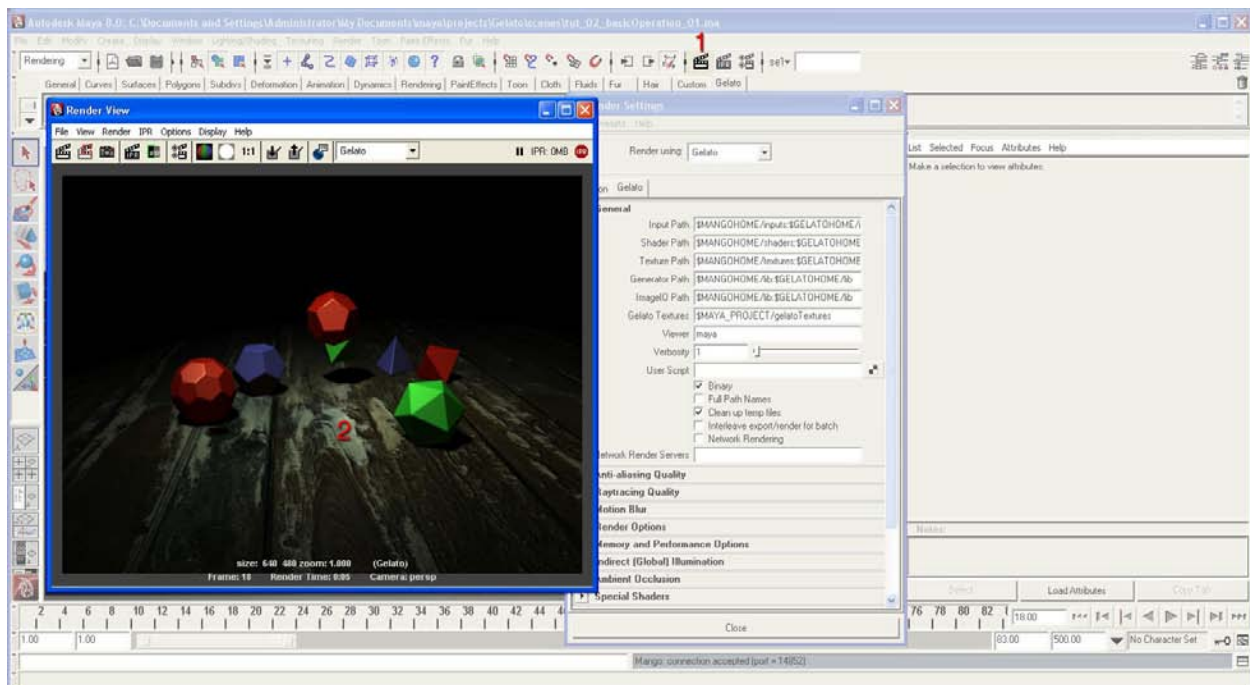
• **[CLK]** the standard “Render the current frame” clapper in the Maya interface.

This will launch what is called the “iv”, or Image Viewer, the default Gelato render window.



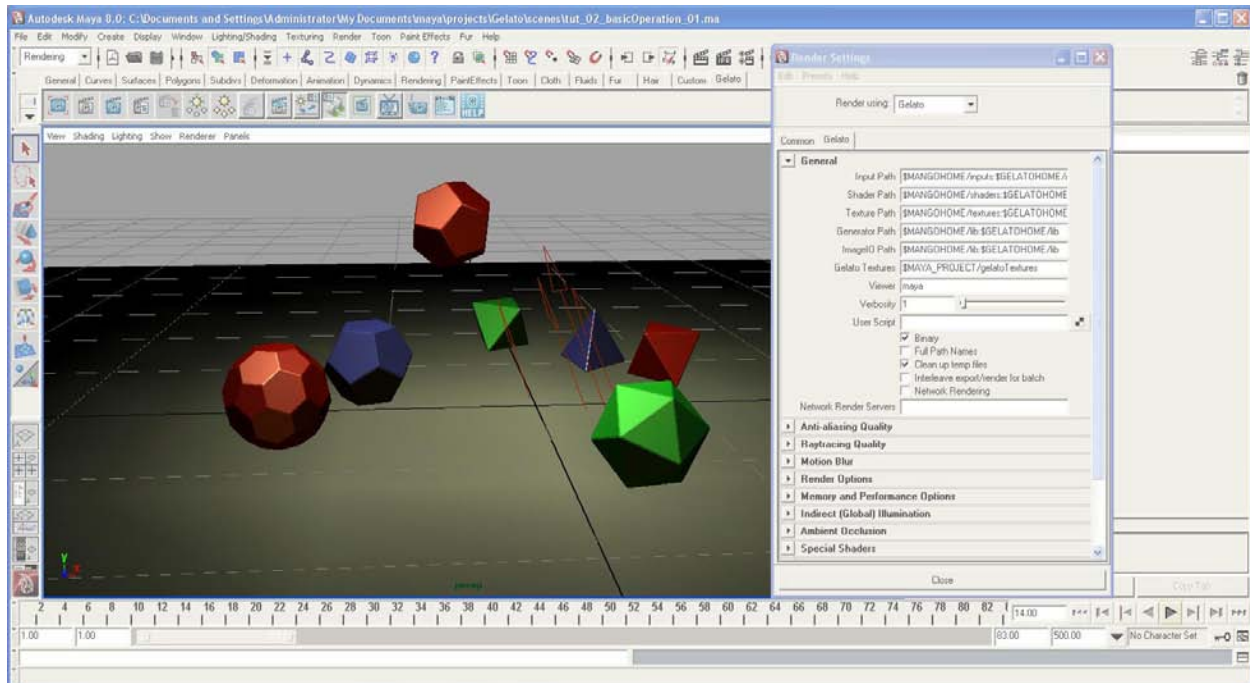
It's an easy matter to render with the familiar Maya Render View...

- Type “maya” into the Viewer field.



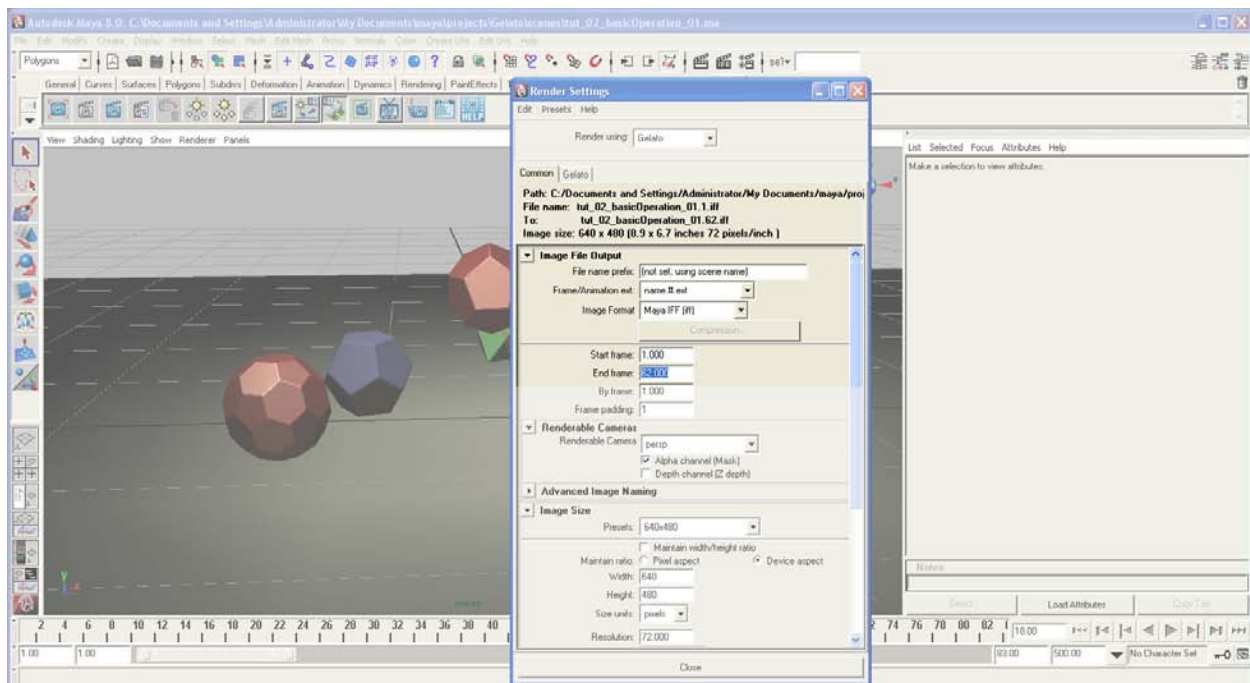
- **[CLK]** the clapper, the render icon.

The render now occurs in Render View, our familiar Maya interface.

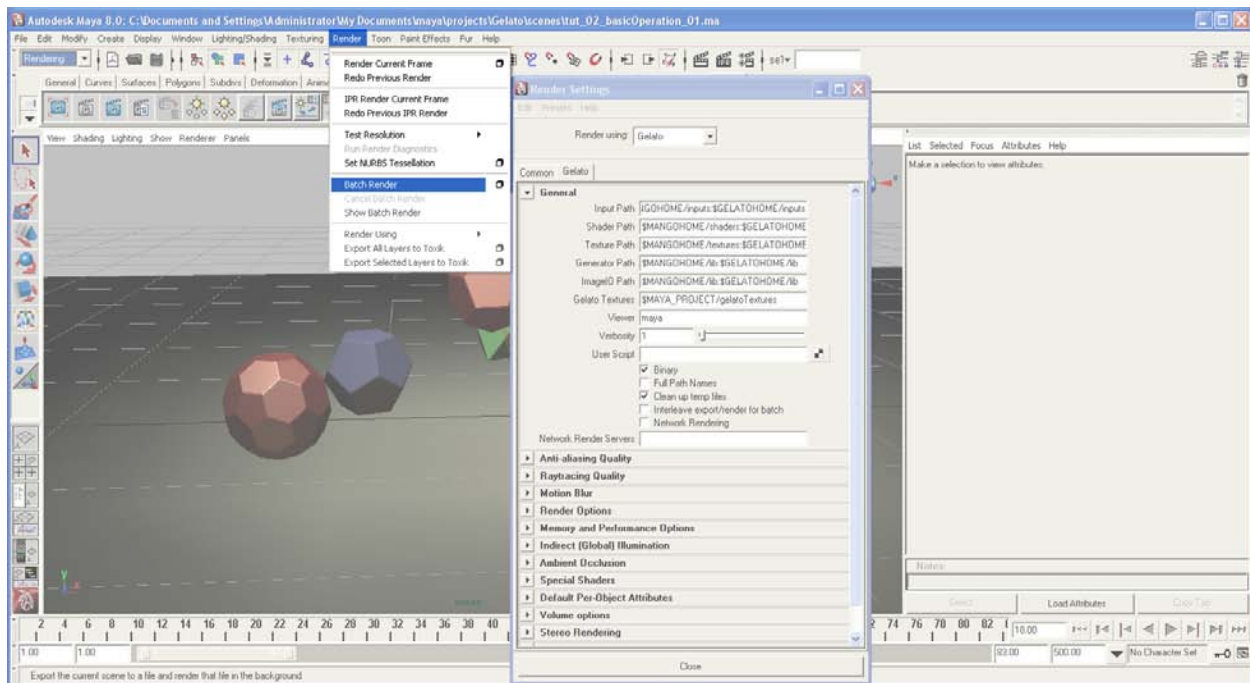


- Press **[Play]** or scrub through the Maya Timeline.

We can see that the scene has been animated, so let's batch render the animation...

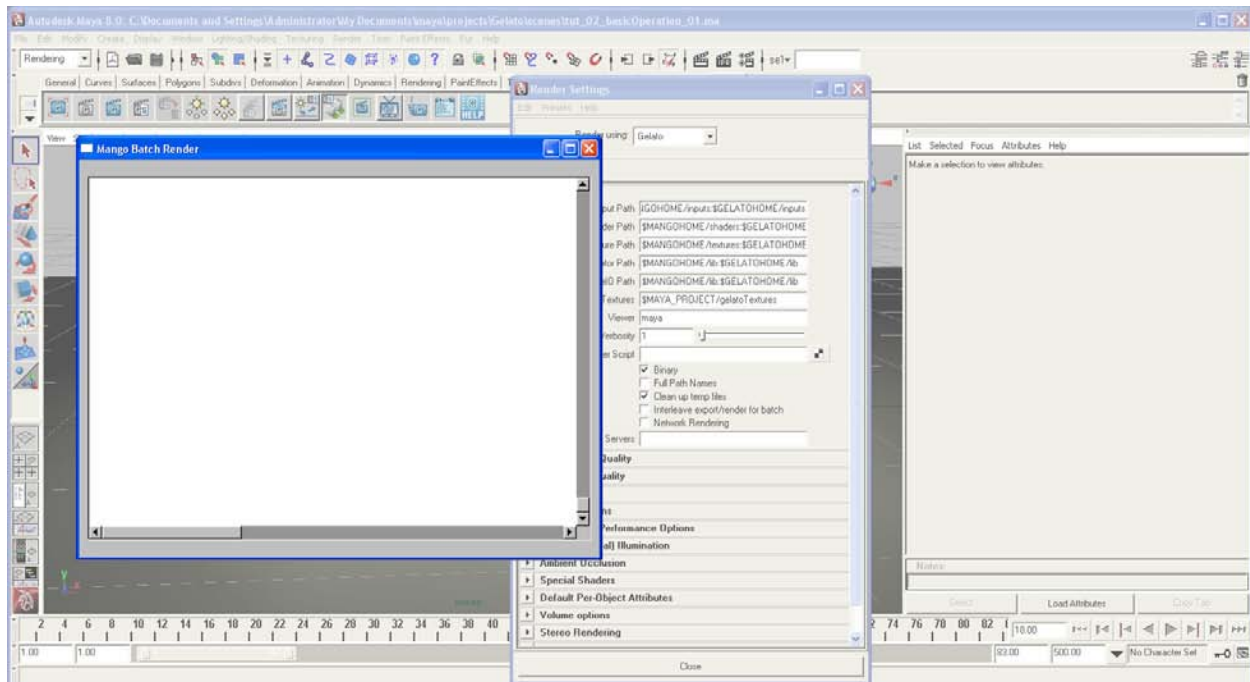


- Open the Render Settings.
- **[CLK]** the Common tab.
- Change "End Frame" to 62. This happens to be the length of the animation.

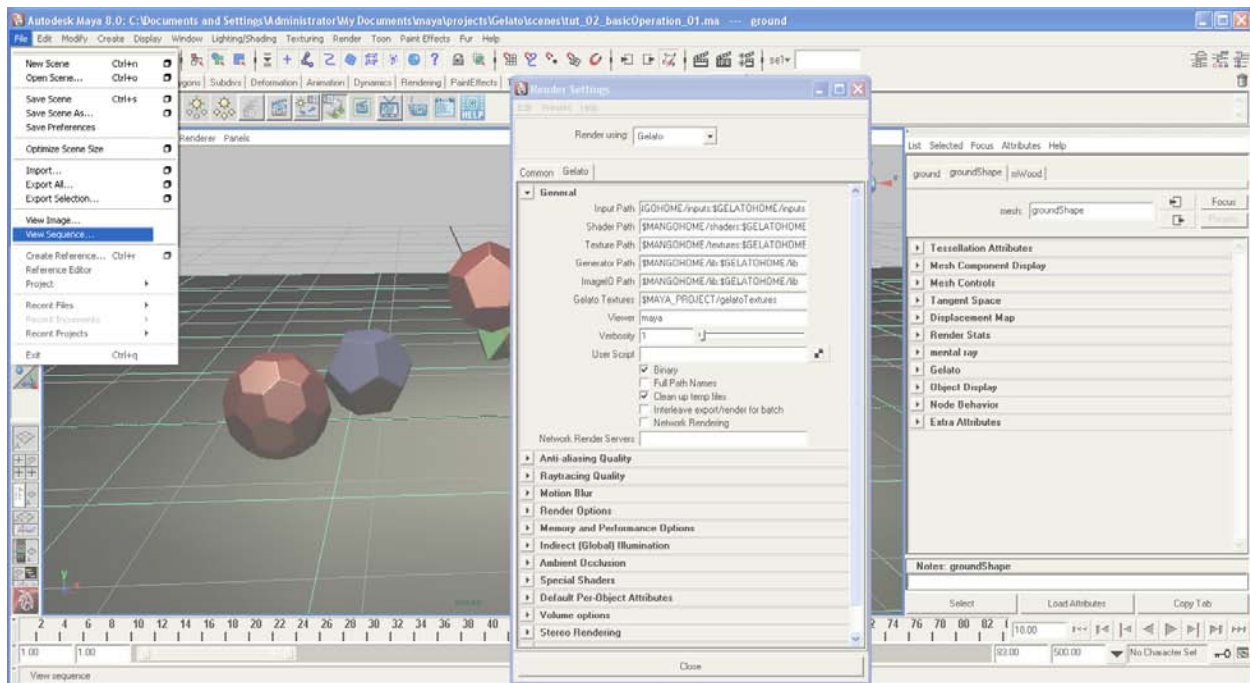


Now we'll try that batch render...

- Main Menu > Render > Batch Render

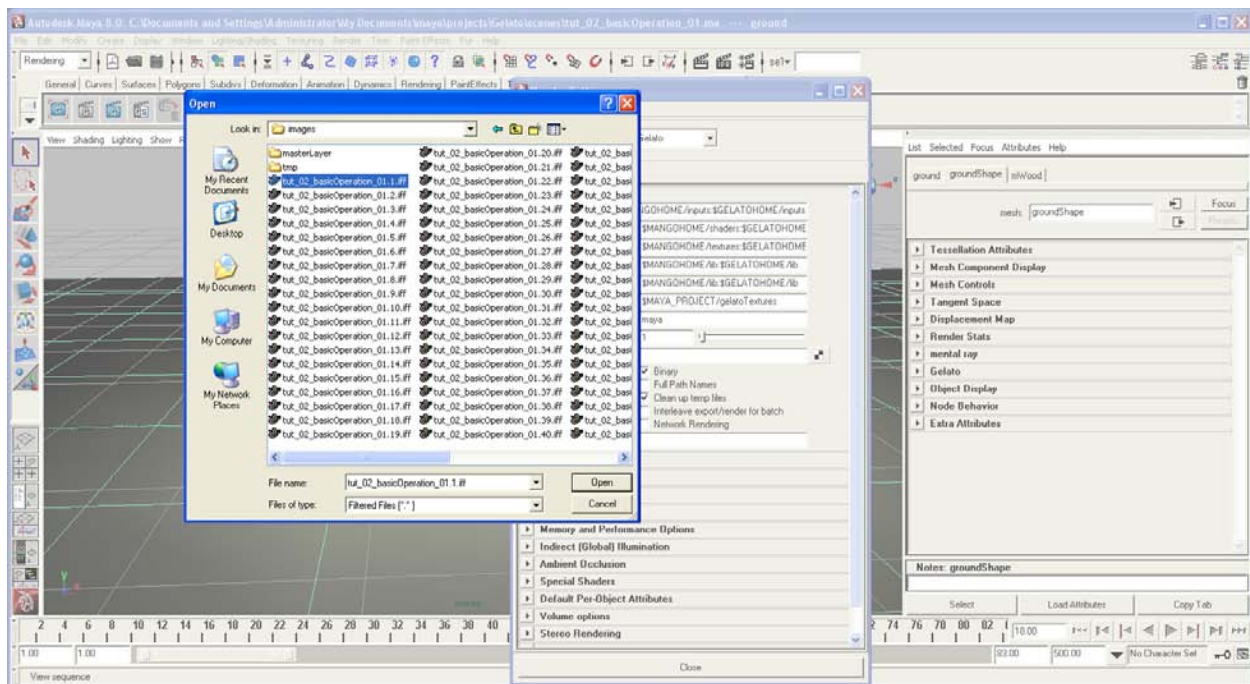


This will bring up the Mango Batch Render dialog – the render begins...

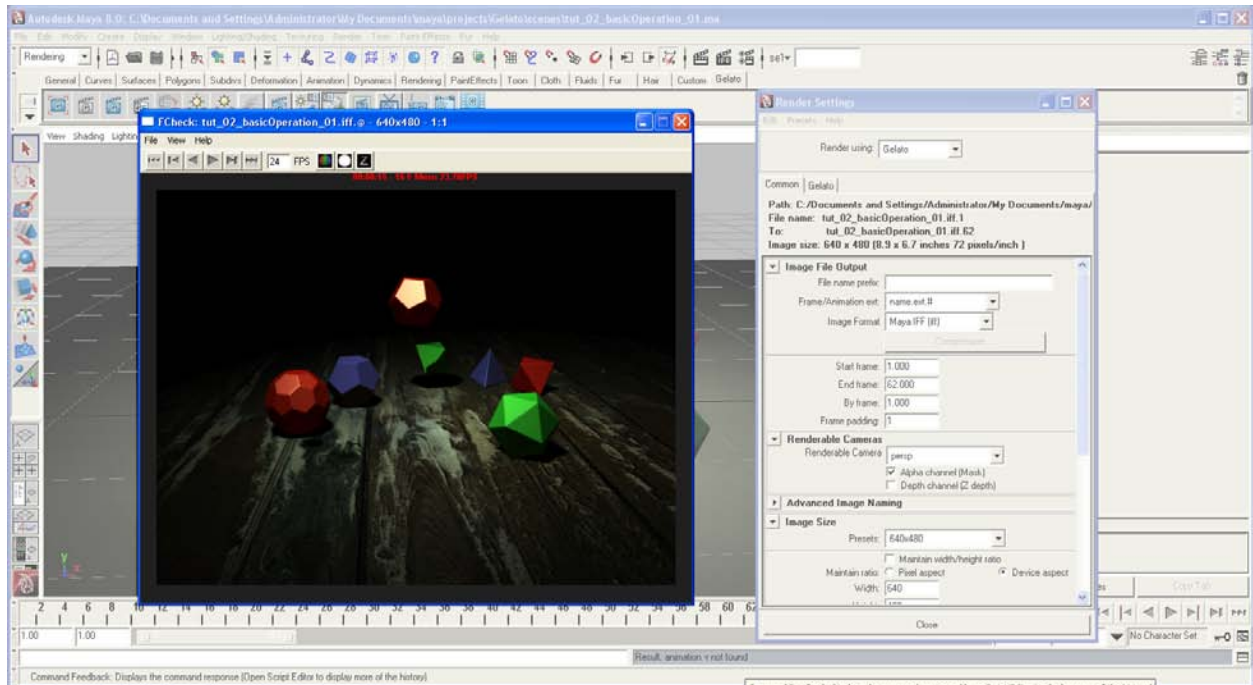


When the render is complete, let's keep on with the typical Maya workflow to view our animation...

- Main Menu > File > View Sequence.



- Navigate to the “images” directory of the current project.
- Open it.
- Select the first image of the sequence and **[CLK]** Open.



The sequence opens up in Maya's FCheck for playback.

If the regular Maya render workflow is needed, it's a simple thing to set things up so that we are rendering in Gelato, but viewing in Maya.

In the next tutorial, we'll take a look at Gelato's Image Viewer, or "iv", to see why we might find it a useful addition to our workflow.