

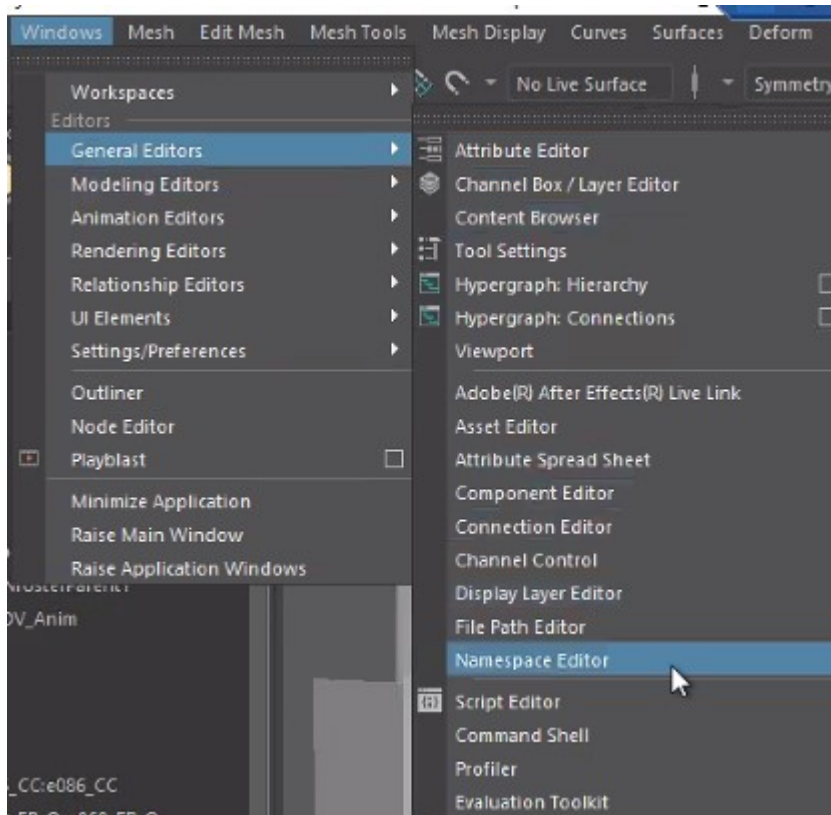
Cleaning up your files for Render (and then rendering)

This documentation was created because we ran into some issues with dirty files (not deleting namespaces etc.). So to give a little context, our environment file had a bunch of namespaces that were not deleted. Unaware of this, we imported it into our lighting file taking all the namespaces with it. Eventually we set up everything to render and find that it doesn't provide beauty EXRs. Hopefully I can show you a way to clean up your files for rendering.

Cleaning up lighting file and getting it ready for render

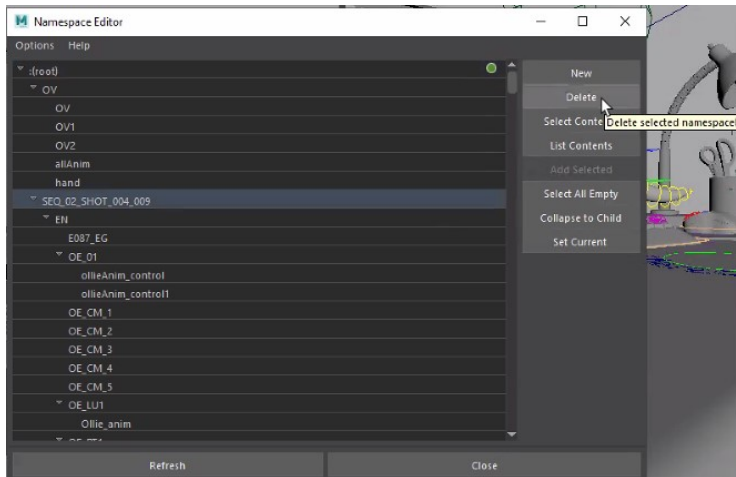
This is to be used to check that your environment is clean before importing into your lighting file.

- Open maya lights
- Your renderable environment should be referenced in at this moment
- Check namespace editor

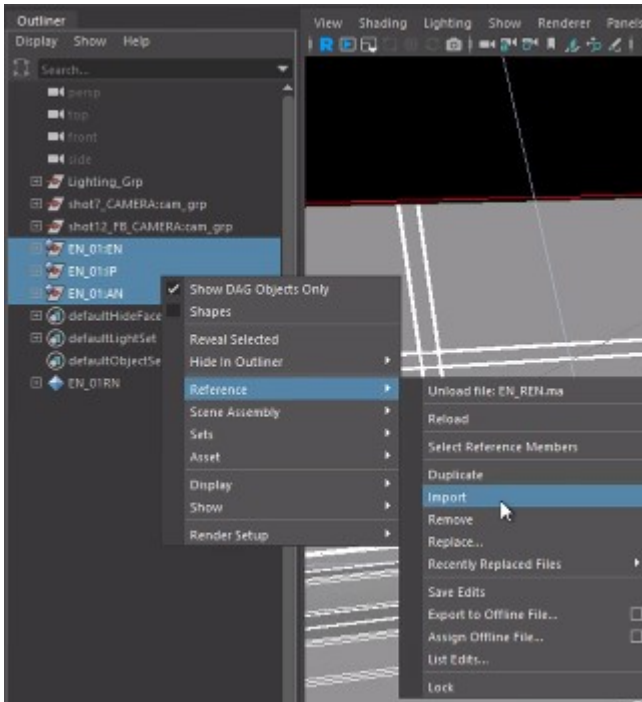


- It should be relatively empty minus like a couple of things which is ok!
- If you see many many name spaces, your environment isn't clean so you should fix that first!

This is what a dirty name space looks like. So clean that environment!



- Once you get that clean environment referenced in, you should have minimal to no namespaces
- After you check those namespaces, go ahead and import the environment

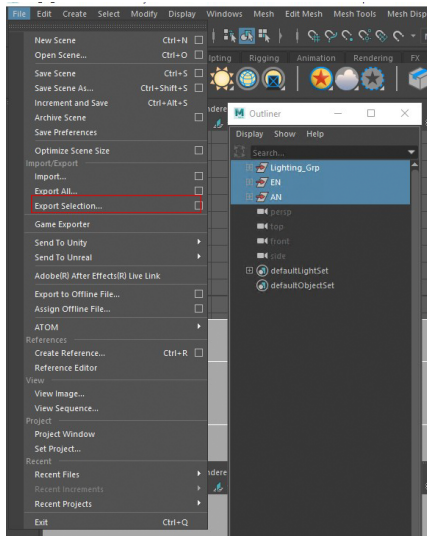


- Once imported go to the namespaces pop up, click the name you want to delete then click delete>merge with root



We were still having some errors after namespaces were gone so we took an extra step to clean our file

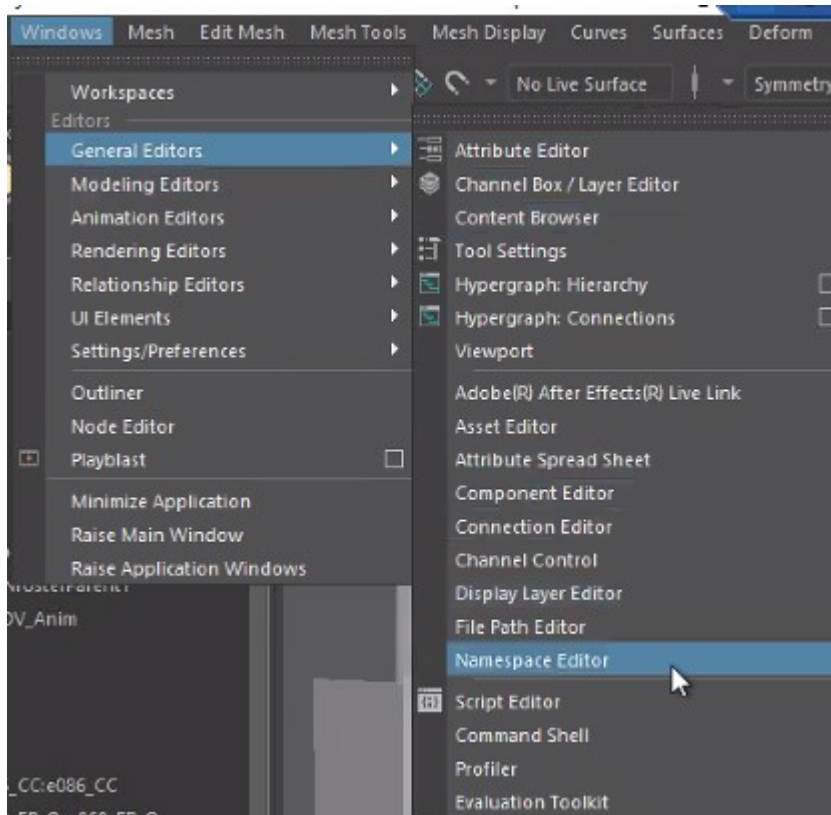
- Select everything you need in the outliner
 - Click >file>export selection



- Name it SEQ#_Export
- Open SEQ#_Export with notepad++
 - Delete the following:
 - Student license
 - NAN (the reason for deleting NAN is in our file, we ran into errors with this code. You may have a similar issue where you have some unknown something in your code that needs removing)
- Once everything is deleted you can open that file and set up the LPE groups (your lighting team should have a doc for you with what they have already set up so follow that accordingly)
 - monitorLight
 - stringLights
 - keyboardLights
- Also add the AOVs
 - direct/indirect diffuse
 - direct/indirect specular
- Save file as SEQ_#_LIT

Setting up your file for render

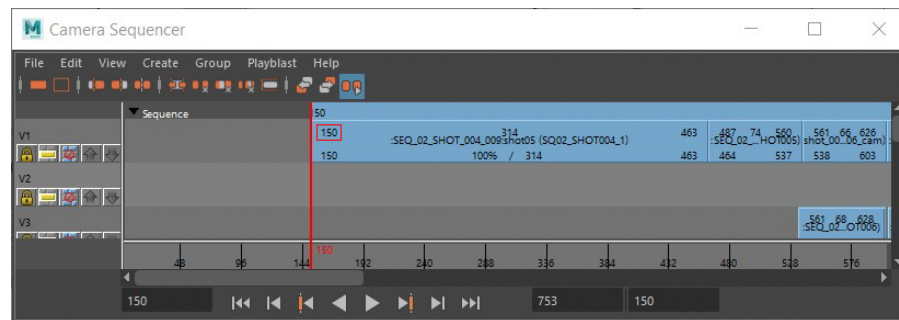
- Set your project!
- Open the sequence file
 - This should have an imported camera group and an referenced EN_01
- First thing just always check your name spaces jic! If your camera group has name spaces.. DELETE THEM



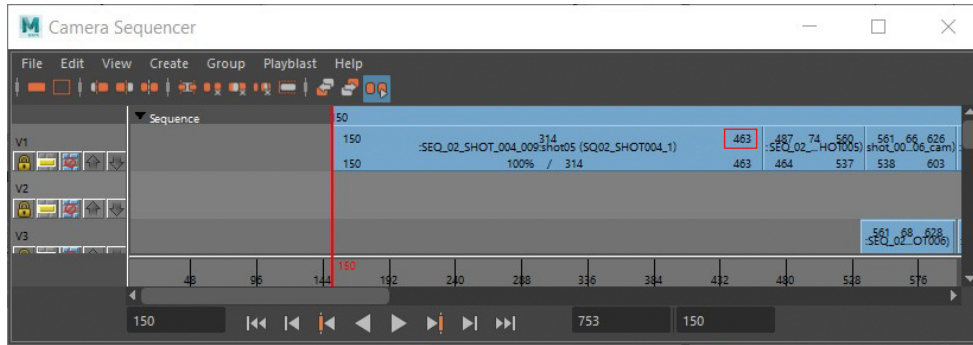
- If no name spaces move on!
- Go to File>reference editor
 - Click on the EN_01 > reference > replace reference
 - Replace the reference with your lighting file SEQ_#_LIT
- Once replaced check your name space again!
 - If you see things DO NOT DELETE
 - We want to avoid deleting namespaces for references because we do not know if this affects the file
 - The reason we are checking is just to see if there is something wrong with the lighting file
 - If you see TONS of name spaces there is an issue and we need to go back to the lighting file and see what's up
- If you see a couple of name spaces you may continue by importing the lighting file
 - Now you may delete your namespaces
- Next you need to check that all your LPEs and AOVs are there (these should be by what is required of your film and per shot)

SIDE NOTE: when setting up your AOVs and LPEs you should speak with your compositing lead on how they want to retrieve the files. Some people might like it all grouped together in one pass that they can use nuke to shuffle out later. For us, that ended up causing some kind of problem with rendering so we decided to split everything in this format:

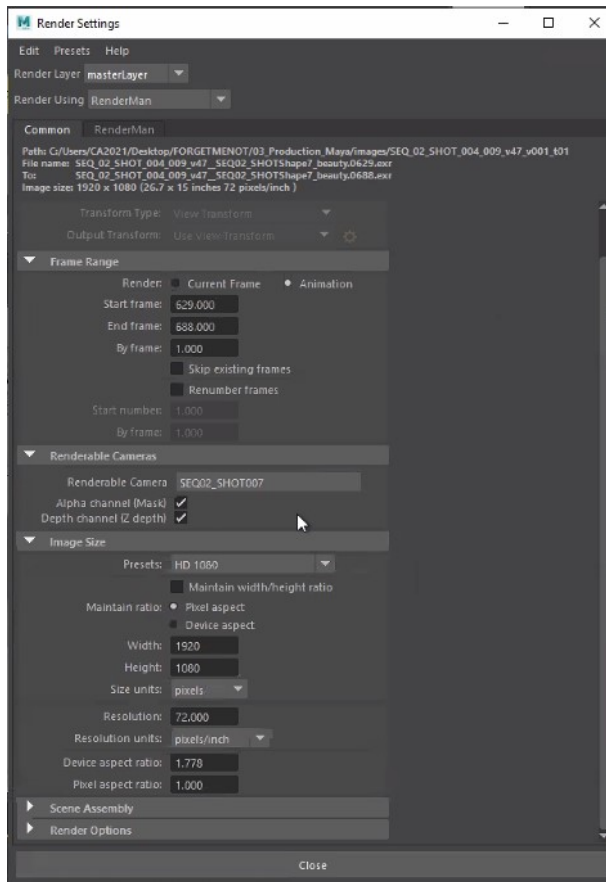
- Beauty: (this is standard and every shot should have it)
 - Ci
 - a
- LPEs: (these are normally on a per shot basis so communicate with your teammates)
 - starLights
 - monitorLight
 - keyboardLight
- AOVs (this is standard and every shot should have it)
 - directSpecular
 - indirectSpecular
 - directDiffuse
 - indirectDiffuse
 - Z
- Save as S_#_01
- Once saved you can set up your render settings more
- Render Settings:
 - Common:
 - Frame range:
 - Click animation
 - (you will need to open the camera seq to find exact start and end times)
 - They will be the numbers at the top left and right of the rectangle that has the correct camera
 - Start frame is found here:



- End frame is found here:

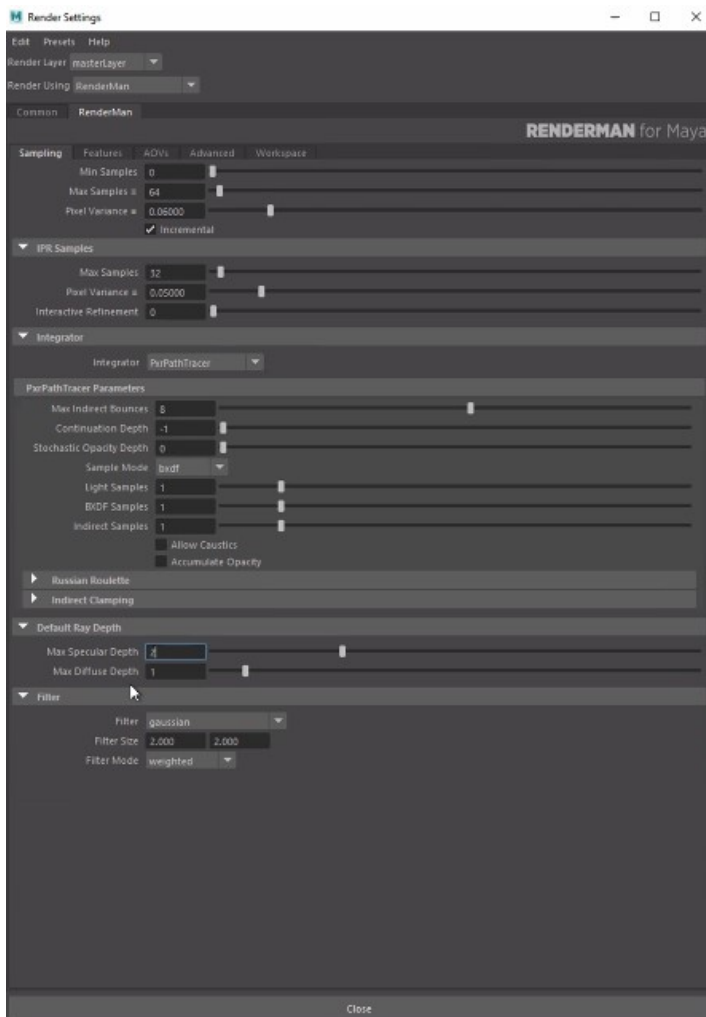


- Renderable cameras
 - Select renderable camera
 - Alpha Channel (mask) should already be on
 - Click Depth Channel (z depth) on
- Image size:
 - presets : HD 1080
 - Width and height should be 1920x1080



- Renderman
 - Sampling:
 - Min samples: 16
 - Max samples: 64
 - Pixel variance: 0.04

- IPR Samples:
 - Max Samples: 32
 - Pixel variance: 0.04
- PxrPathTracer Parameters:
 - Max Indirect Bounces: 4
 - Indirect Samples: 4
- Default Ray Depth:
 - Max Specular Depth: 4



- Features:
 - Sample Filters: right click>PxrCryptomatte
 - Hit the little black box on the right
 - Go to attribute editor on the cryptomatte and change layers from path to Material
- Render settings look good!
 - Now you need to purge the file of any unnecessary lights and assets and cameras, so get to deleting!
- Now that all your settings are good and you have deleted all the unnecessary lights and assets, set save file as S_#

- (for fall final save as S_#_FF)
- Open the render file in notepad or notepad++
 - Search and remove:
 - Student license
 - Nan
 - Grease
- Once those are removed you are good to batch render! May God send his blessing down upon you and your files!