



*By assigning Independent Shading Rates to Different Objects you can greatly increase your render times and optimize your sets and characters.*

**Requirements:**

Autodesk Maya  
RenderMan for Maya plug-in.

Some objects need or like to have a shading rate of 1 on them. For example, ramps used on characters' eyes tend to act strangely when they have anything other than a shading rate of 1 assigned to them.

Other objects like a t-shirt might be able to get by with a shading rate of 4 just fine.

The best way to tell what shading rate you need is to start out with, say, a shading rate of 5. Render a frame and look at all the objects in the scene. If most objects look bad then lower the shading rate.

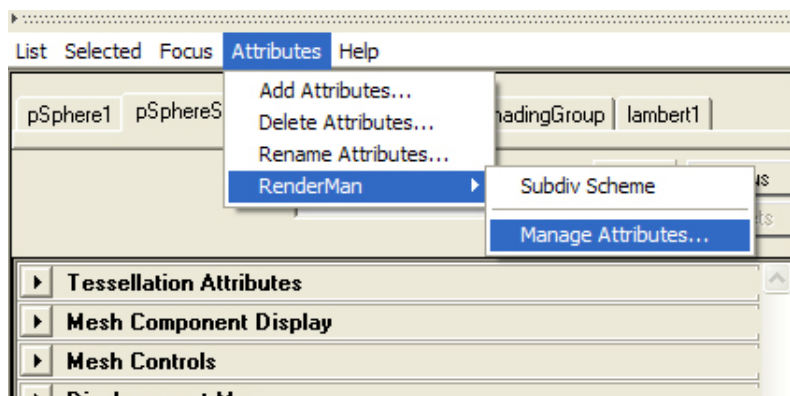
Make note of which objects look good, and keep making test renders until you reach a shading rate where everything looks good.

Now pick a middle ground. Let's say with a shading rate of 3 most of your scene looked really good. Make that your default shading rate in your render globals.

Now assign independent shading rates to the other objects in the scene, some with higher shading rates and some with lower shading rates.

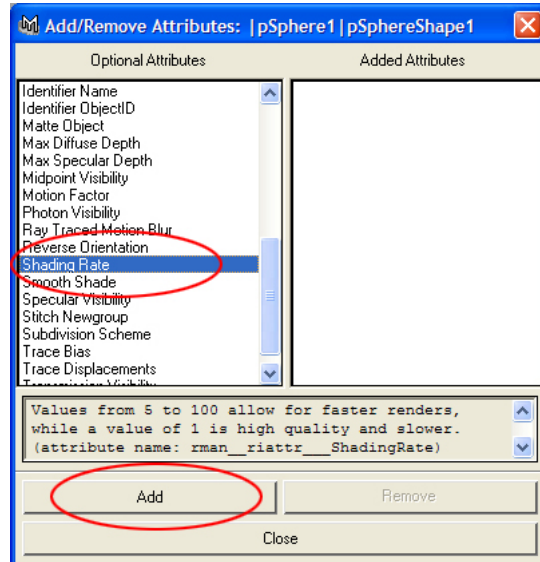
**Here is how you do that:**

1. Select an object in your scene
2. In the Attribute Editor select Attributes>RenderMan>Manage Attributes

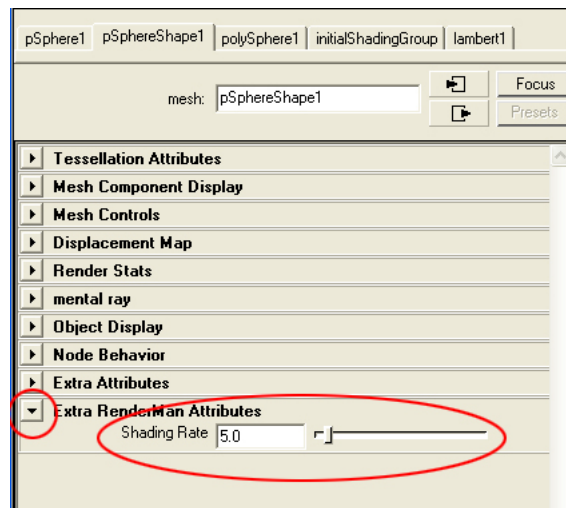




3. From the menu that opens select Shading Rate then click “Add” and close the window.



4. A new attribute has now been added to your geometry. In the attribute editor, toggle down the Extra RenderMan Attributes and you can see that the new attribute “Shading Rate” has been added. This overrides the shading rate you set in your render globals.



5. Now set the shading rate to the desired number and render. Repeat this process on all the geometry to which you want to add independent shading rates.