

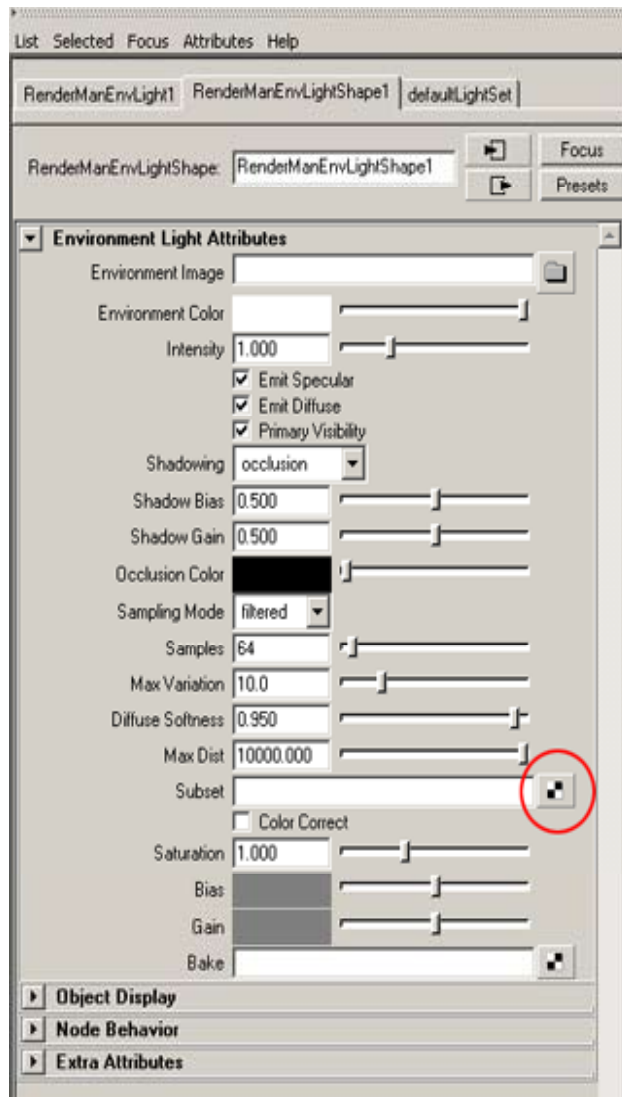


*This is good to setup for eyes, lashes, transparent hair planes, glasses, windows, anything with transparency or just any other object you don't want to get occluded in your set.*

**Requirements:**

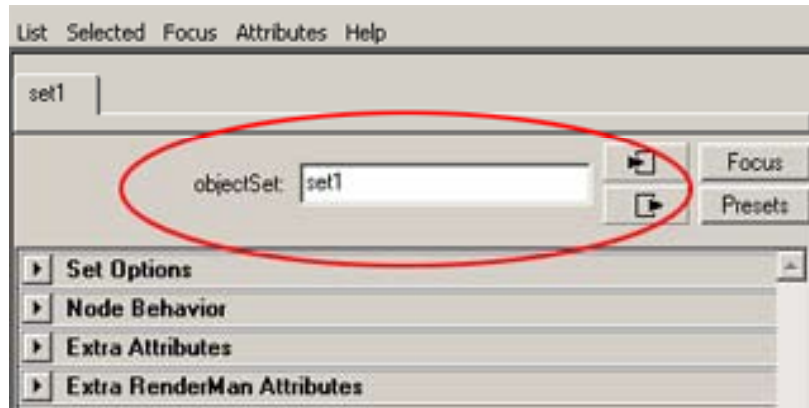
Autodesk Maya  
RenderMan for Maya plug-in.

1. Set up your Global Illumination Environment Light as you normally would. After it has been created select it in any of the Maya views.
2. With the Environment Light selected open the Attribute Editor and click on the subset image icon.

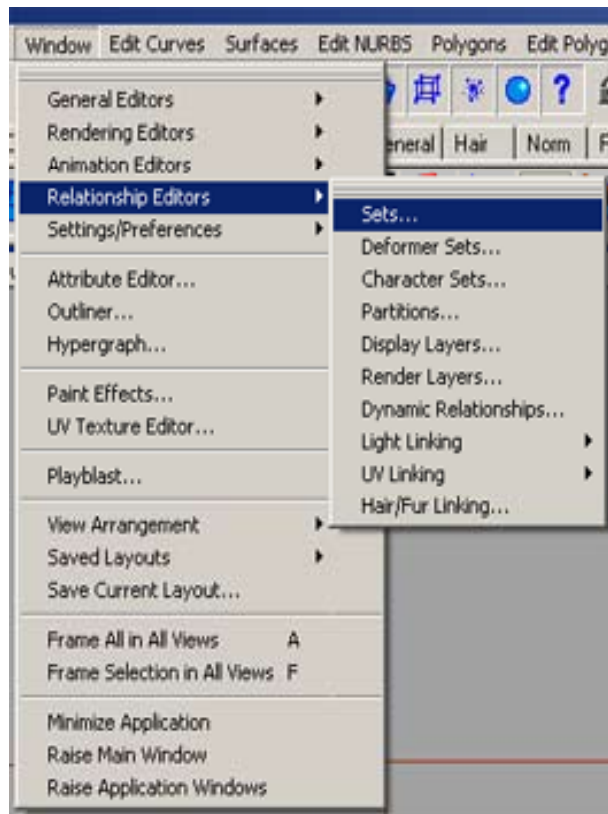




3. Rename the new set something that you will remember (I named mine "bodyOcclusion").



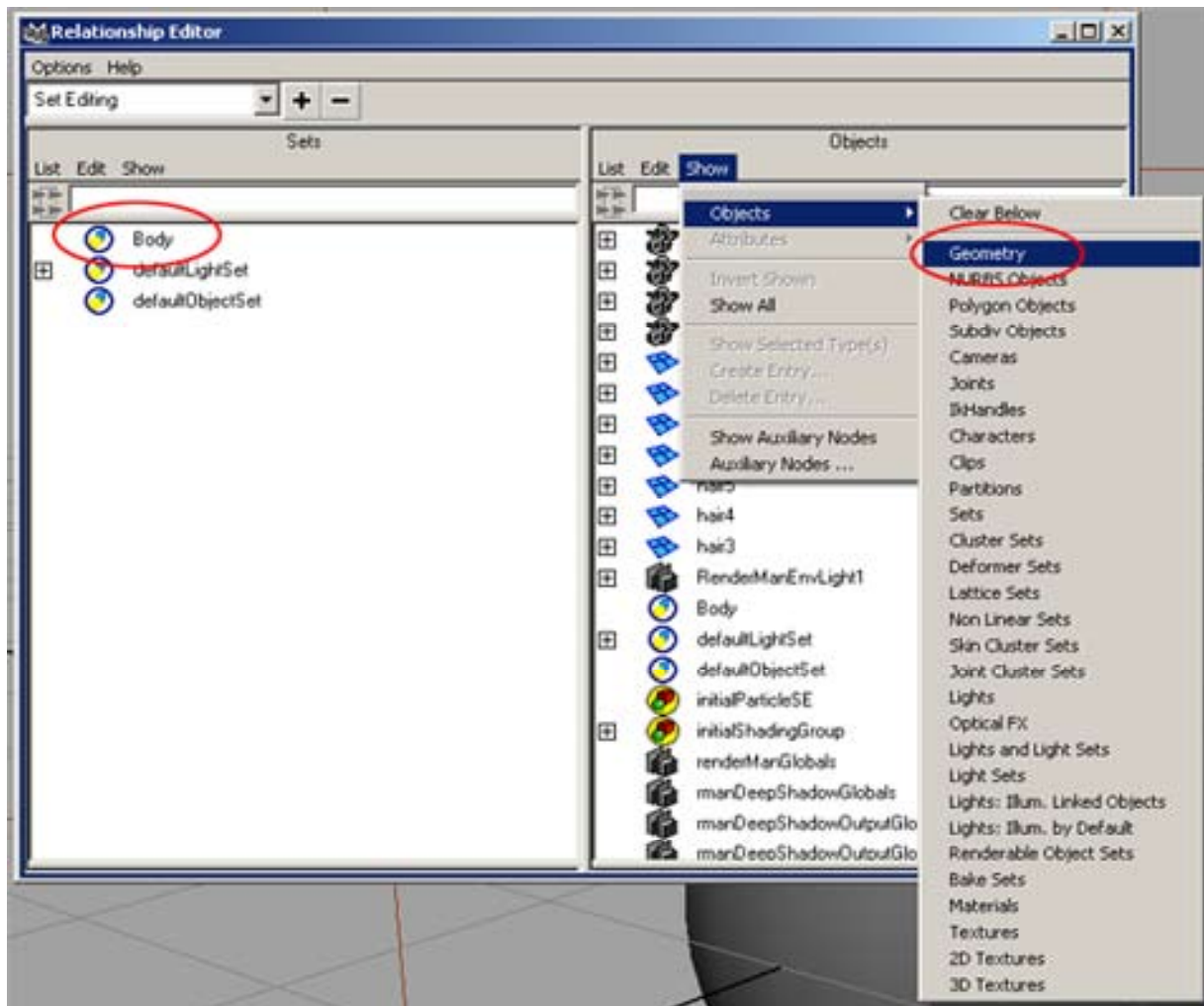
4. Go to Window>Relationship Editors>Sets...





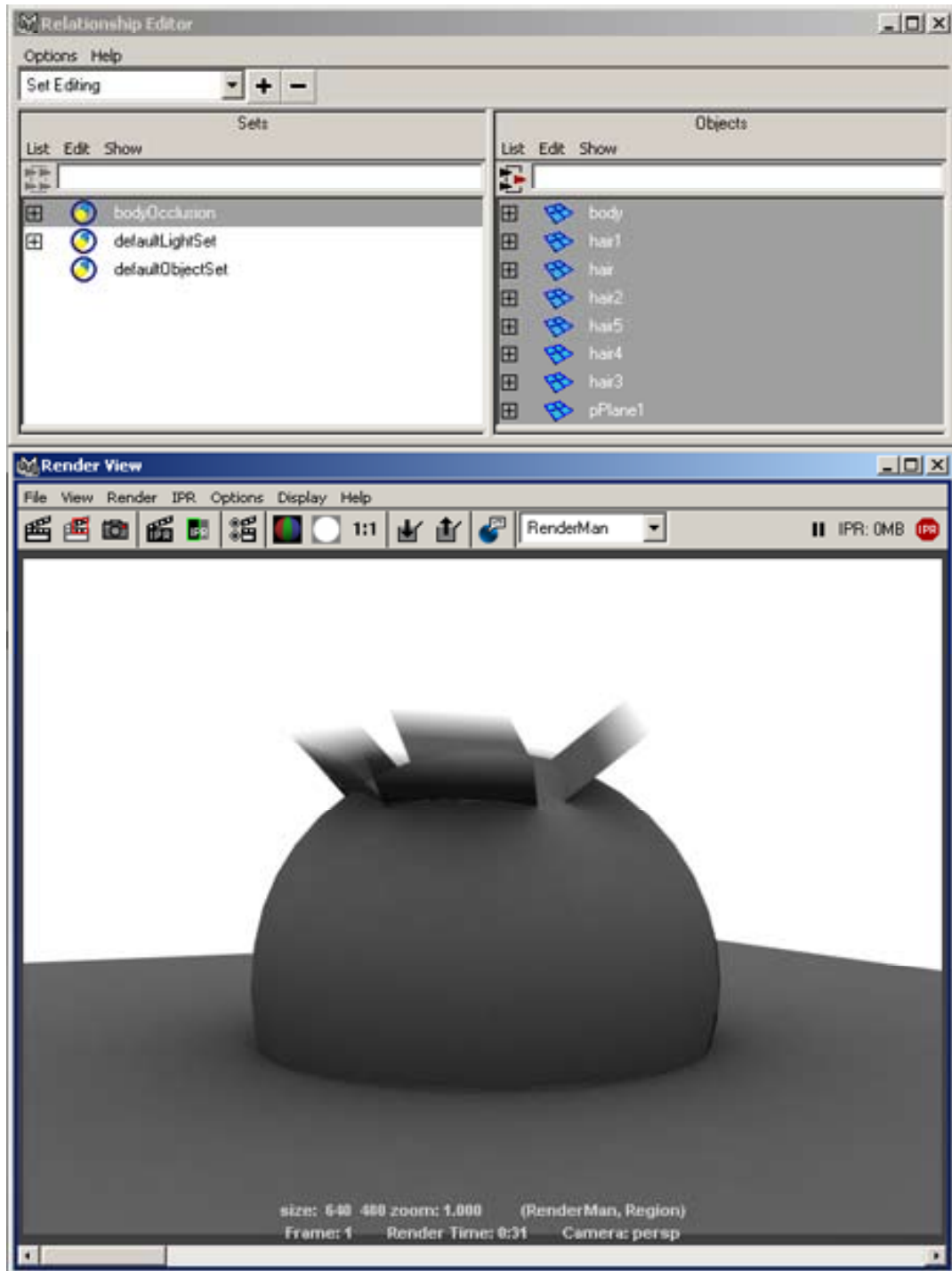
5. In the Set window select your Occlusion set. Mine is named “bodyOcclusion” on the left side of the window.

6. On the right side click Show>Objects>Geometry. This only shows your Geometry and makes it easy to select what you want to be occluded.



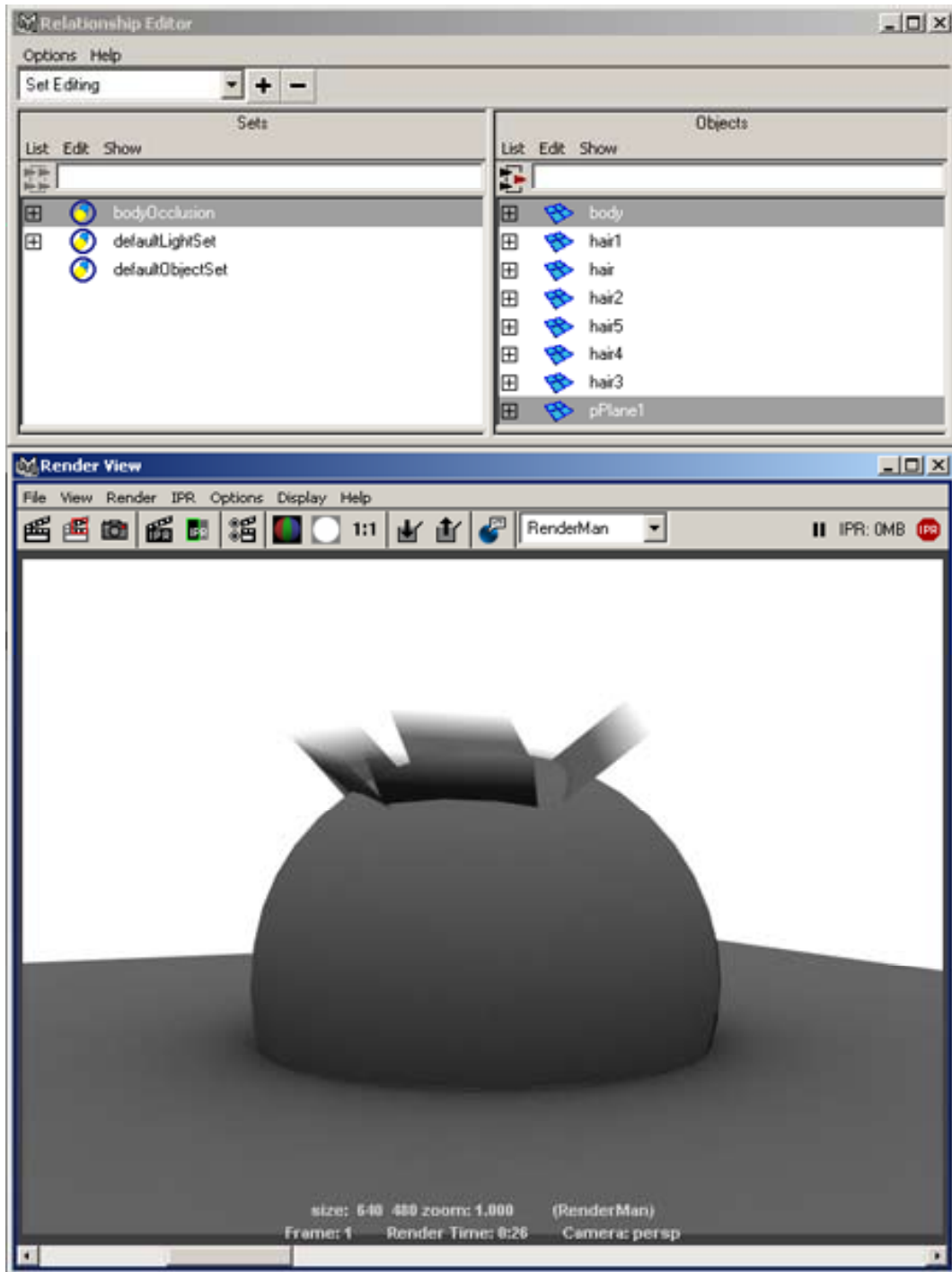


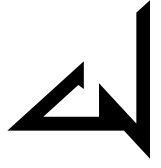
7. Here is an example of all the geometry selected in my set:





8. Here is an example of only my body and ground plane selected.





9. Notice the difference where the hair planes meet the body. They do not cast occlusion onto the body.

