Maya - Render Settings

Step 1 • Open the Render Setting window by clicking on its icon in the top tool bar (A). In the Image Size tab (B), set the Width, Height and Resolution values (B).
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Step 2  
Click on the Quality tab to adjust the overall render quality setting (A). Under the Quality Presets, select Production (B). This sets a finer anti-alias setting but turns off the Final Gather option.
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Step 3 • Click on the Indirect Lighting tab to access the Final Gather setting (A). Toggle the Final Gather option back on (B). If your renderings need a better Final Gather solution, then increase the Accuracy setting. Also, increase the Point Interpolation value to smooth out the FG solution.
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Step 4  ·  To help frame the renderings, the resolution gate needs to be turn on (A). In the modeling window, click on the menu View > Camera Settings > Resolution Gate to turn on the Resolution Gate (B).
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Step 5 • Bookmarks can be set in the modeling to keep a view. In the modeling window, click on the menu View > Bookmarks > Edit Bookmarks .. (A).
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Step 6 • Click on the New Bookmark button (A). Edit the name in the Name area (B).

![Image of Maya interface with highlighted A and B areas]
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Step 7  •  Bookmarks can be accessed by clicking on the menu View > Bookmarks (A).
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Step 8  •  To speed up the rendering process, use Render Area option to render a small selection. In the Render View, drag a box over the area you want to render (A). Then select the Render Area icon (B) in the Render View icon bar to render the selection.