YafaRay/TheBounty Plug-in for Wings3D.

Materials
Shiny Diffuse - (Oren-Nayar)
Glass - Absorption, Internal Reflection, (Dispersion, Fake Shadows)
Rough Glass
Glossy - (Oren-Nayar)
Coated Glossy – (Anisotropic, Oren-Nayar)
Translucent SSS - (Requires TheBounty Renderer (YafaRay Fork) by Povmaniac)
Light Material
Blend - (Two Materials used in Blend material must be assigned to an object but object can be hidden)
Procedural Textures/Bump/Alpha/Specular - (Clouds, Marble, Wood, Voronoi, Musgrave, Distorted Noise)
Texture Image/UV Map – (Blending[Mix, Add, Multiply, Sub, Screen, Div, Diff, Darken, Lighten],
    Diffuse, Bump, Transparency, Translucency, Specularity, Stencil)

Object Types (Material Object Parameter)
Mesh
Volume = Volumetrics - (Uniform, ExpDensity, Noise) - (Object material named TEmytex)
Mesh Light
Light Portal

Lights
Area
Point – Pointlight, Spherelight
Spot – Spotlight, IES (Photon Only, Blend, Soft Shadows, Fuzzyness)
Infinite Light – Sunlight, Directional, Sunsky/Darktide Sunsky Background > Skylight
Ambient Light – HDRI, Image, Gradient, Constant > Enlight

Background
Sunsky/Darktide Sunsky -> Infinite Light
Constant -> Ambient Light
Gradient -> Ambient Light
Image -> Ambient Light
HDRI -> Ambient Light

Lighting Methods
Direct Light - (Caustics, Ambient Occlusion)
Photon Mapping = Global Illumination - (Final Gather)
Path Tracing = Global Illumination
Bidirectional Path Tracing = Global Illumination – (Set AA-threshold to 0.0 and AA-passes to high number)
SPPM (Stochastic Progressive Photon Mapping) = Global Illumination

Camera Settings
Perspective
Orthographic
Architect
Fish Eye = Angular
Depth of Field

Miscellaneous (Render Options)
Volumetrics - (Volume object present with material named TEmytex)
Transparent Shadows - (Glass w/Fake Shadows material present. Use when Transparency Maps present.)
SubSurface Scattering - (Requires TheBounty Renderer (YafaRay Fork) by Povmaniac)

Tested on Wings3D 1.4.1, 1.5.3, 1.5.4, and ManifoldLab-Wings3D