

Geometry

RenderMan supports a full range of geometric primitives, including [polygons](#) , [NURBS](#), [subdivision surfaces](#) , [curves](#), [volumes](#) , [procedurals](#) (Alembic), and [implicit surfaces](#) . Object [instancing](#) is fully supported as well.

Below, each section discusses their usage inside Houdini.

- [Primitive Variables](#)
- [User Attributes](#)
- [Curves in Houdini](#)
- [Fur and Hair in Houdini](#)
- [Polygons As Subdivision](#)
- [Instances](#)
- [Grouping Membership](#)
- [Setting Pref](#)