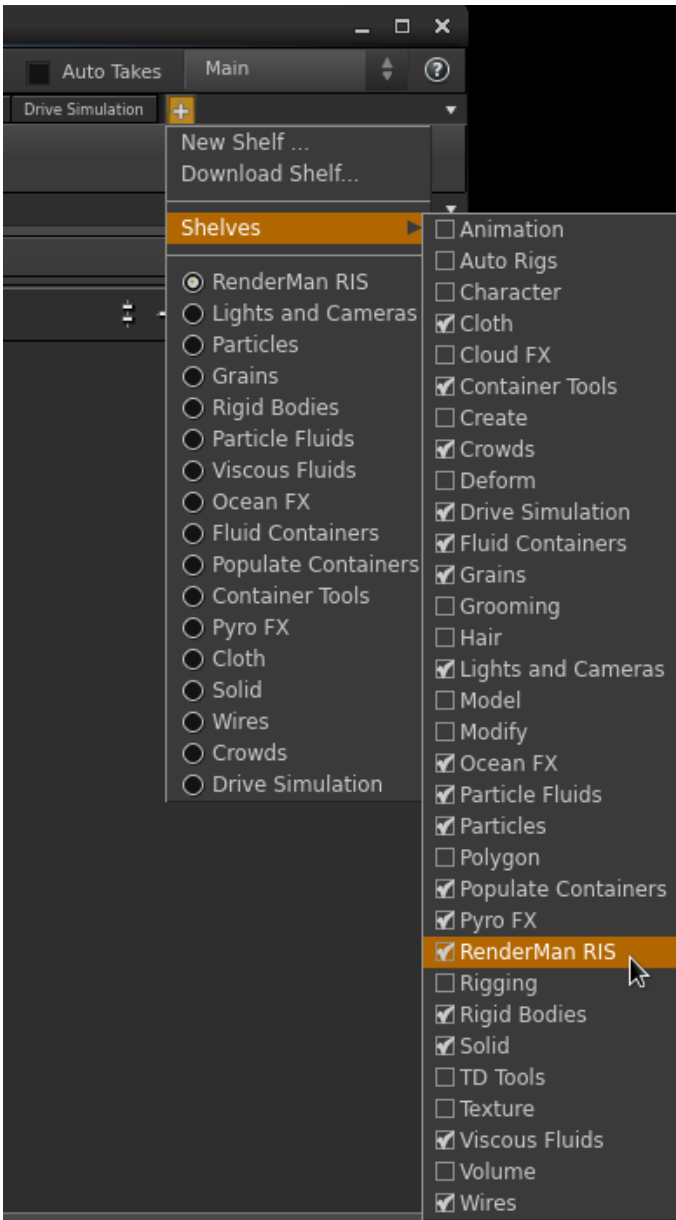


RenderMan Shelf

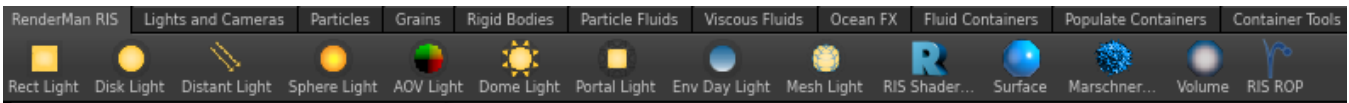
Loading the RenderMan RIS Shelf















To load the RenderMan RIS Shelf, pick it from the +.



RenderMan RIS Shelf

RenderMan for Houdini provides its own shelf with shortcuts for many of the most basic and useful features.



Tool	Description
	Create a PxrRectLight OBJ.
	Create a PxrDiskLight OBJ.
	Create a PxrDistantLight OBJ.
	Create a PxrSphereLight OBJ.
	Create a PxrAOVLight OBJ.
	Create a PxrDomeLight OBJ.
	Create a PxrPortalLight OBJ.
	Create a PxrEnvDayLight OBJ.
	Create a PxrMeshLight OBJ.
	Create a RIS Network.
	Create a PxrSurface VOP.
	Create a PxrMarschnerHair VOP.
	Create a PxrVolume VOP.
	Create a RenderMan RIS ROP .