


# Render Setup

You can add a RenderMan RIS ROP from the RenderMan Shelf or from the out pane.

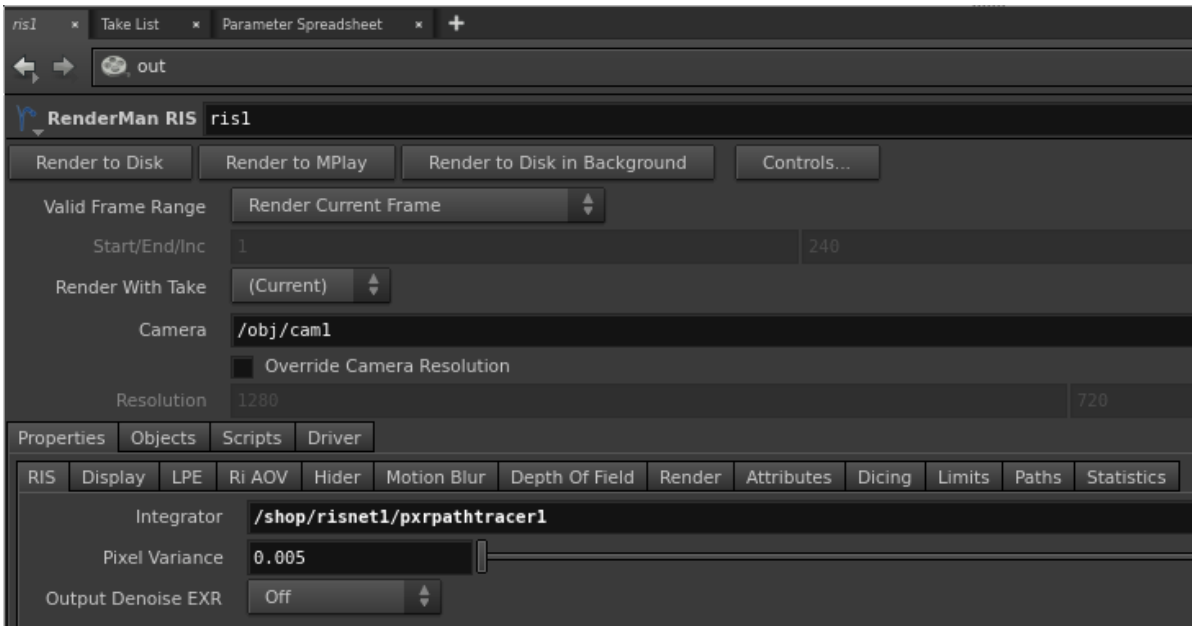
See <https://www.sidefx.com/docs/houdini15.5/nodes/out/ris> for RenderMan RIS ROP parameter description.  
For more on RenderMan options, see [Rendering](#) for more on sampling, filters, etc.

## Using RenderMan Shelf

We can use the ROP tool  in the [RenderMan Shelf](#) to create a ROP that automatically adds an integrator VOP to your RIS Network.

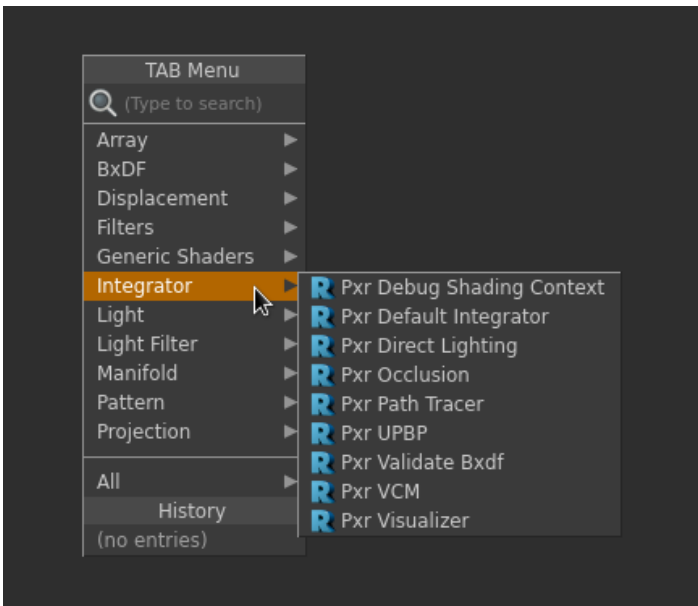
## Using out pane

### Add RenderMAN RIS ROP



### Add Integrator

In your RIS Network, add an integrator VOP inside your RIS Network, e.g. [PxrPathTracer](#)



## Set the Integrator

Simply drag the path of your integrator VOP path to the **Integrator** in RenderMan RIS ROP. If you skip this step, by default, it will use the [PxrPathTracer](#) integrator with its default parameters.

