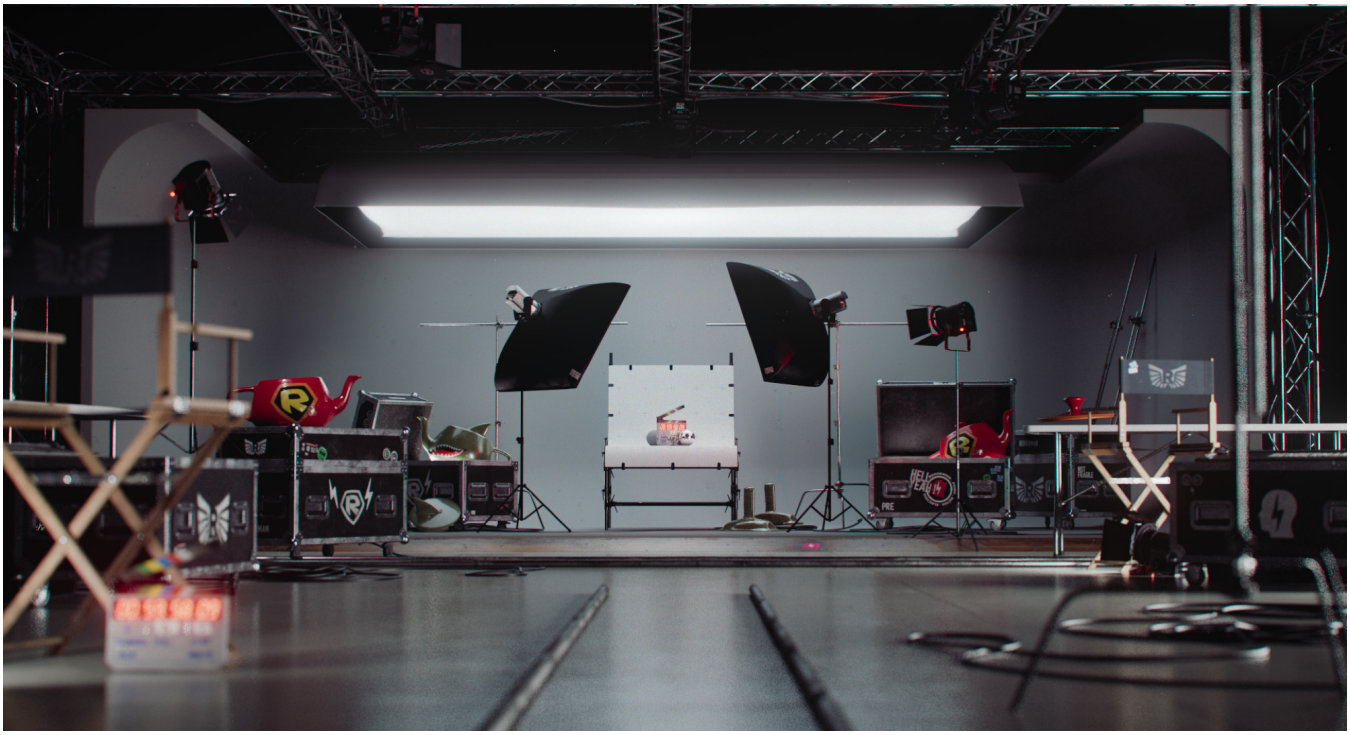
Solaris Example Scene



Welcome to the new and exciting Solaris / USD example scene - The RenderMan Digital Studio

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The scene is fully stocked with all sorts of studio-inspired assets and kits, kindly supplied to us by RenderMan's in-house rental company, Point Reyes Electric, is ready for you to create your studio environments and works in both RIS and XPU, and denoise ready!

Most of the assets in the studio have a variety of model and shading variants.

The scene comes in two flavors.

RenderMan Studio / Asset Assembly
The first setup is the base assembly where all the assets are in their default positions, ready for you to arrange into your bespoke own studio setup.

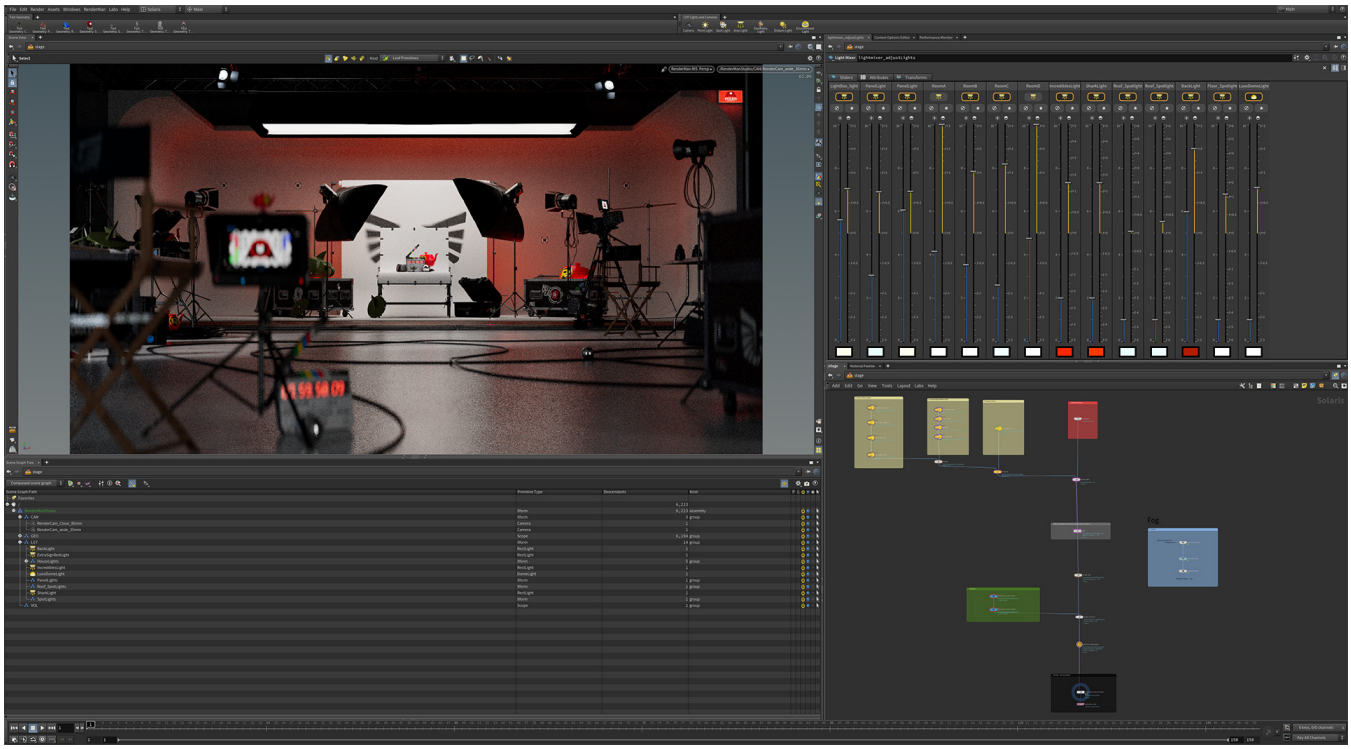
The files for this setup are :

Solaris / Houdini File :
RenderManStudio_Assembly_v01.hip

USD Layer :
/usd/Assembly/RenderManStudio_Assembly_v01.usda

RenderMan Studio / Layout & Lighting

The second setup is a layout we have created for you to quickly begin having fun with and inserting your own props.



The files for this setup are :

Layout
Solaris / Houdini File :
RenderManStudio_Layout_v01.hip

USD Layer :
/usd/layout/RenderManStudio_Layout_v01.usda

Lighting & Rendering
Solaris / Houdini File :
RenderManStudio_Lighting_v01.hip

USD Layer :
/usd/layout/RenderManStudio_Lighting_v01.usda

RENDERMAN
NOT
FRAGILE

Version 1.0 of the RenderMan Studio in the Houdini / USD format can be downloaded here: Studio-Solaris.zip