

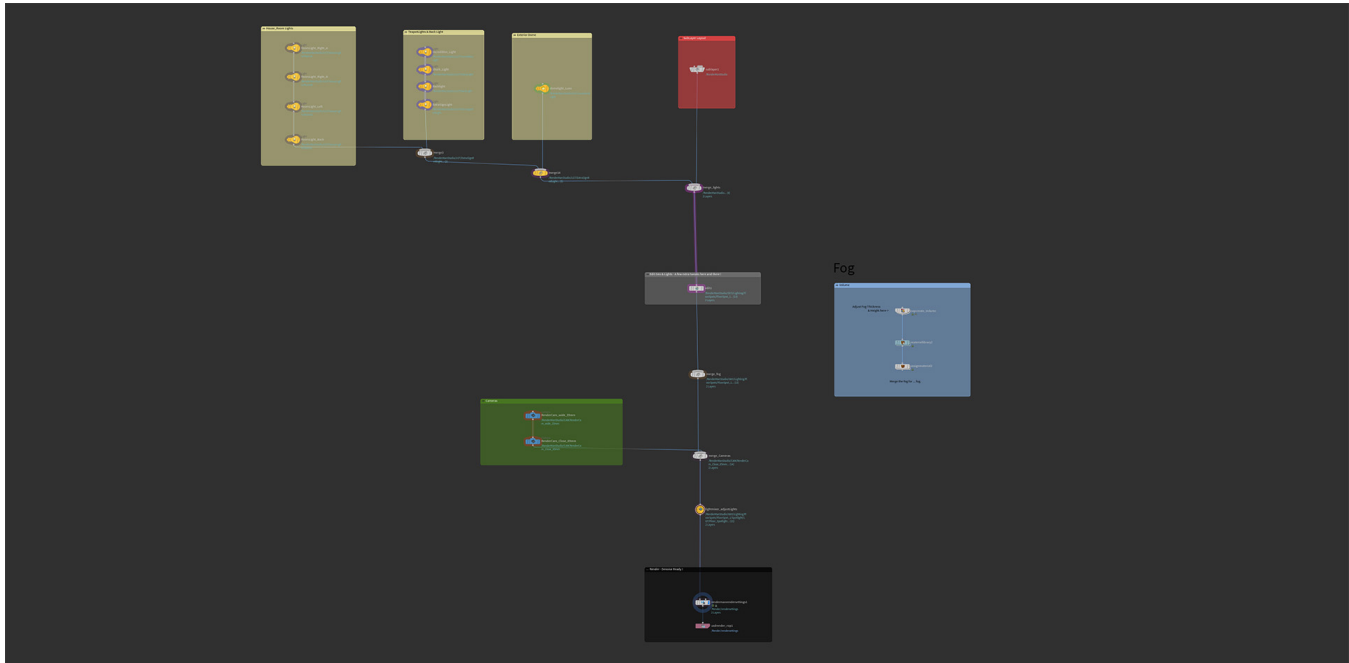
Lighting Stage

RenderManStudio_Lighting_v01.hip

This scene is the end of the Solaris pipeline and is where the `$HIP/usd/Layout/RenderManStudio_Layout_v1.usda` file is loaded it.

As you can see from the stage, a number of lights have been set up to get you started. The `edit` node is there for final layout tweaks and a close and wide camera has also been added.

For extra realism, a procedural fog setup is also included and the thickness and fog height can be easily controlled via the 2 promoted parameters located on the `sopcreate_Volume` node



There are two cameras already set up.

`/RenderManStudio/CAM/RenderCam wide 35mm`





The scene is all setup for you to render out both the wide and close cameras ... we've even setup denoising!