# 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
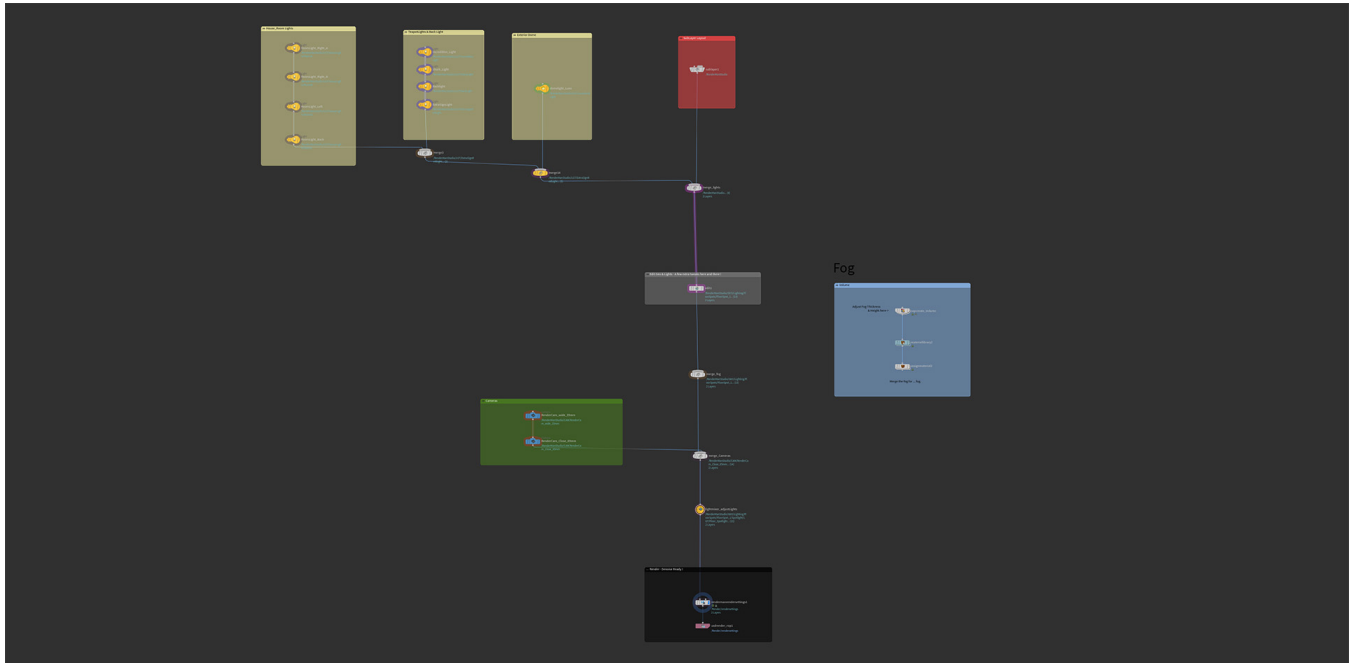
There are two cameras already set up.

/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!