

Tutorials in Katana

The RenderMan for Katana package contains a collection of example scenes which demonstrate a number of rendering workflows, such as:

- Baking
- Bokeh effect
- Denoise
- Holdouts
- Instancing
- Layered Materials
- AOVs
- Mesh Lights
- OSL Shading
- Texture Projection
- Volumes

These scenes are found in the Examples directory:

```
$KATANA_RESOURCES/Examples/katana_files
```

Below you will find links to tutorials that explain how to use the various features of RenderMan in Katana. We will be adding to this page, so check back often!

- [XGen in Katana](#)
- [Using PxrVary](#)
- [PxrMatteID in Katana](#)
- [Houdini motion blur in RfK](#)
- [Cryptomatte in Katana](#)
- [Copper Patina with Layered Materials](#)