

RenderMan Shelf

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? Unknown Attachment

RenderMan for Houdini provides its own shelf with shortcuts for many of the most basic and useful features.

Rendering / Setup

Button	Description
? Unknown Attachment	Start an IPR render session
? Unknown Attachment	Stop an IPR render session
? Unknown Attachment	Open the Image Tool , 'It'
? Unknown Attachment	Create RenderMan ROP along with a PxrPathTracer Integrator and a path to /cam1 (camera not automatically created)
? Unknown Attachment	Create RenderMan Stylized Looks ROP adding in Stylized Looks AOVs & Display Filters - if an OBJ with a PxrSurface is selected it will also assign a PxrStylizedControl.
? Unknown Attachment	Add Parameters to selected OBJ, useful for quickly adding valid RenderMan parameters

Shading

Button	Description
? Unknown Attachment	Make selected objects a holdout object
? Unknown Attachment	Create a PxrSurface VOP and assign it to the OBJ
? Unknown Attachment	Create a LamaSurface and assign it to the OBJ

Lighting

Button	Description
? Unknown Attachment	Create a PxrRectLight OBJ
? Unknown Attachment	Create a PxrDiskLight OBJ

? Unknown Attachment	Create a PxrSphereLight OBJ
? Unknown Attachment	Create a PxrCylinderLight OBJ
? Unknown Attachment	Create a PxrMeshLight OBJ for the selected OBJ
? Unknown Attachment	Create Volume Light setup for the selected Volume OBJ
? Unknown Attachment	Create a PxrDomeLight OBJ
? Unknown Attachment	Create a PxrPortalLight OBJ
? Unknown Attachment	Create a PxrEnvDayLight OBJ
? Unknown Attachment	Create a PxrDistantLight OBJ
? Unknown Attachment	Create a PxrAOVLight OBJ