RenderMan Menu

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The RenderMan Menu is added to Houdini when the RenderMan for Houdini plugin is loaded.

- **IPR Render:** Start an interactive render session from a selected ROP node
- **Preview Render:** Fire off a preview render
- **Render in Background:** Begin batch rendering to images in the background from the selected ROP node
- **Bake Render:** Render a baking operation to the background using the PxrBake nodes
- **View Scene RIB:** View the RIB file for the current scene

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- **Stop Render:** End the render process
- **Flush Texture Cache:** Flushes all textures from the cache

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- **Create Light:** Quick creation of RenderMan light types
- **Create Light Filter:** Quick creation of RenderMan light filter types
- **Create Material:** Quick creation of RenderMan materials
- **Create Integrator:** Create an integrator for the ROP node from a list
- **Create Display Filter:** Create a Display Filter from the list
- **Create Sample Filter:** Add a Sample Filter

- **Subdivide:** Add and enable subdivision properties to the selected objects
- **Stylize:** Selecting this option will connect a PxrStylizedControl node to the selected object(s) material
- **Aggregate Volume**: Creates an aggregate volume setup in the scene
- **Holdout:** Setup AOVs for the selected ROP node to export a holdout pass with shadows
- **Open Image Tool:** Open the RenderMan Image Tool "it" for seeing and cataloging renders
- **Preferences:** Opens RfH preference window

- **Update Lama Nodes:** For scenes with the version of RfH older than 25, you need to run once manually top menu "RenderMan" > "Update Lama Nodes" if using a Houdini version older than H19.5.501 (it's automated otherwise). You will also need to update your custom locked HDAs manually.

- **Help:** RenderMan Help Documentation
- **About RenderMan:** The RenderMan version information and legal disclosures

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⚠️ If the top-level menu is customized to remove either the Help Menu or the RenderMan - RIS tool, the RenderMan menu tools will not be installed correctly. You will need to edit the <insertBefore> and <insertAfter> options in MainMenuCommon.xml to position them correctly in your customized menu.