

# Geometry in Houdini

? Unknown Attachment

RenderMan supports a full range of geometric primitives, including [polygons](#) , [NURBS](#), [subdivision surfaces](#) , [curves](#), [volumes](#) , procedurals (Alembic), and [implicit surfaces](#) . Object [instancing](#) is fully supported as well.

Below, each section discusses their usage inside Houdini.

- [Geometric Settings](#)
- [Curves](#)
- [Volumes](#)
- [Implicit Surfaces](#)
- [Particles](#)
- [Instances](#)
- [Subdivision Surfaces](#)