

RenderMan for Houdini Release Notes

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Welcome to RenderMan for Houdini 26!

RenderMan for Houdini (RfH) continues full support of the latest RenderMan. See the [RenderMan Release Notes](#) for more details.

This current release offers support for:

- Houdini 20.0 (including Solaris)
- Houdini 19.5 (including Solaris)
- Houdini 19.0

Please see the release notes below for all the new capabilities and known issues. See the [Installation of RenderMan for Houdini](#) page for the list of specific production builds RfH works with.



- Rendering with RenderMan will not operate on Houdini Apprentice editions, see SideFX's website for options that allow Third Party Rendering

Known Limitations

Solaris

- Mesh Lights currently only work with RIS on Linux & MacOS systems
- Only one material per material library can be saved to the preset browser at this time.
- Due to a SideFx limitation, there are some shading network circumstances where the visualizer node doesn't solo networks correctly

MaterialX Lama

- Soloing complex MaterialX Lama shading networks.

XPU

- CUDA device is saved in the scene rather than as a preference.

General

- Rendering to IT with ACES currently needs the env variable **IT_OCIOV1** to be set to your ACES config.ocio
- Render with Takes is not supported.
- Rendering with Mantra lights or VOPs is not possible
- Bypassing shader nodes
- Auto camera creation for IPR
- RenderMan clipping planes
- Display edits cannot be changed from the image tool to mplay
- Cross-frame denoising PDG support.
- Applying undo of deleted nodes or collapsing to subnet may not work as expected
- Rewiring subnet indirect inputs

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