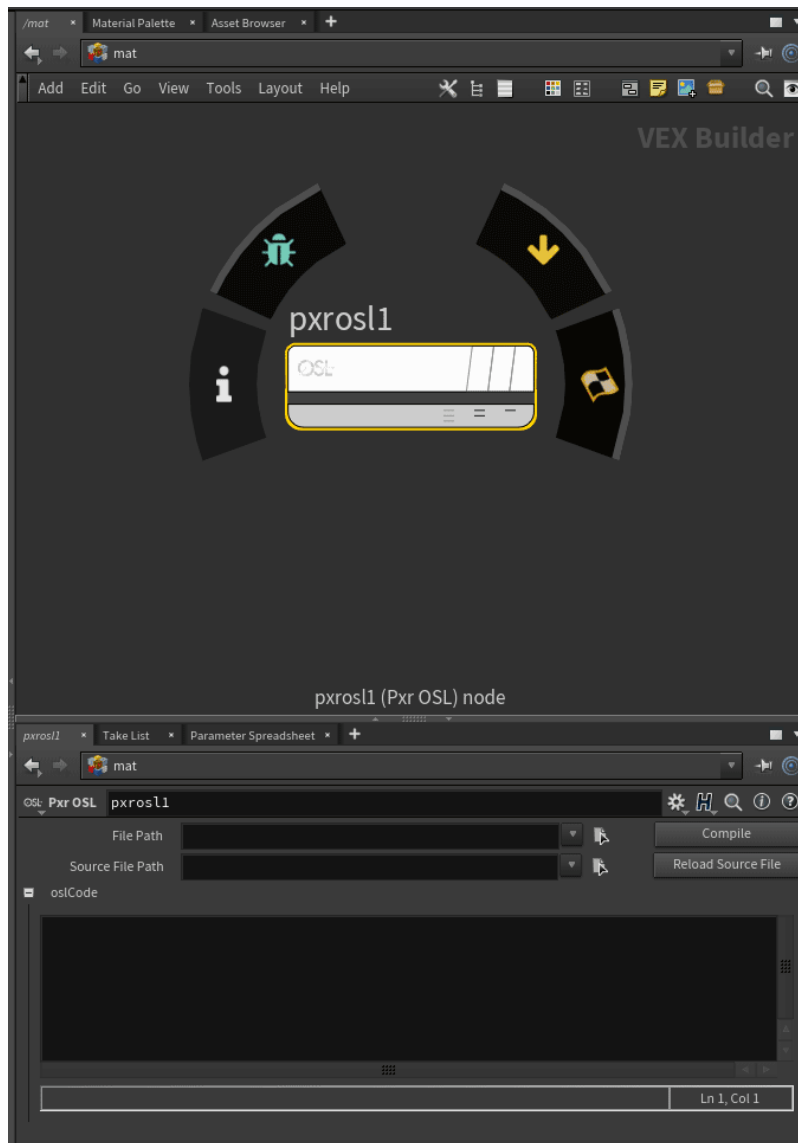


# OSL Patterns

Create a PxrOSL VOP Node (note the operator name is pxrosl:2 to avoid clashing with the node shipped with Houdini).



- File Path for the oso. Parameters and inputs loaded from this oso
- Source File Path for the osl. Will be compiled to File Path
- Compose osl in code block.

Set RMAN\_SHADERPATH environment variable to load oso files in path. These will be organized in TAB menu based on directory levels where they are saved.

- .oso shaders found in \$RMAN\_SHADERPATH are automatically converted to otls, and stored in \$HOUDINI\_USER\_PREF\_DIR/otls/rfh\_osllib.hda