RenderMan for Houdini 23.5

Welcome to RenderMan for Houdini 23.5!

This release of RenderMan for Houdini (RfH) 23, includes a number of new features and bug fixes that address feedback.

> ⓘ
> - **RenderMan for Houdini supports multiple production builds of Houdini 18 since the RenderMan release of 23.5. Please see the** required version **of Houdini for 18.5 as we have updated the builds we support.**
> - **Due to the changes in order to support multiple binary incompatible releases of 18.5, 18.0; 23.4 and 23.5 require the installation steps as linked here.**
> - Reminder: Rendering with RenderMan will not operate on Houdini Apprentice editions. See Side FX's website for options that allow Third Party Rendering

New Features in 23.5

- Improved support for Solaris in 18.5 including a new RenderMan LOP. RenderMan must be installed as 18.5 does not include the necessary parts from SideFX
    - AOV and LPEs are now supported
    - Interactive DOF operations are supported
    - Interactive Crop windows
    - Interactive Built-in camera projections
- The Preset Browser should now work for Solaris
- Added progress logging to hdPrman. Supply the -V or --verbosity arg to husk. See the husk help for how to get different levels of verbosity with the -V arg
- (hdPrman) Added support for editing display channel settings, like filter, filterwidth
- Added support for Packed (Sequence) Disk Primitives

Fixes

- (hdPrman) Fixed a bug where light linking wasn't working for point instancers
- (hdPrman) Added support for horizontalApertureOffset and verticalApertureOffset, bokeh settings.
- Fixed issue where some float user attributes had unexpected values
- Fixed a bug where the sampler table was not reset on each frame
- Fixed broken bokeh parameters
- An issue with the PYTHONPATH environment variable not being set correctly has been addressed

> ⓘ Reminder: Renamed Houdini velocity privmars called "v" to "vel"; as "v" is a reserved attribute for RenderMan geometry. Shaders in RenderMan for Houdini should refer to "vel" instead of "v".

Known Limitations

RenderMan for Houdini

- Can only apply materials to packed instances
- 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
- Rendering with Mantra lights or VOPs not possible
- Bypassing shader nodes
- Auto camera creation for IPR
- RenderMan clipping planes