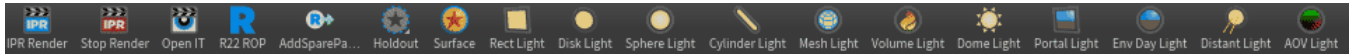


RenderMan Shelf

RenderMan Shelf



RenderMan for Houdini provides its own shelf with shortcuts for many of the most basic and useful features.

Tool	Description
	Start Render
	Stop Render
	Open Image Tool (it)
	Create RenderMan ROP along with a PxrPathTracer Integrator and a path to /cam1 (camera not automatically created)
	Add Parameters to selected OBJ, useful for quickly adding valid RenderMan parameters
	Make selected objects a holdout object
	Create a PxrSurface VOP and assign to the OBJ
	Create a PxrRectLight OBJ
	Create a PxrDiskLight OBJ
	Create a PxrSphereLight OBJ
	Create a PxrCylinderLight OBJ
	Create a PxrMeshLight OBJ for the selected OBJ
	Create Volume Light setup for the selected Volume OBJ
	Create a PxrDomeLight OBJ
	Create a PxrPortalLight OBJ
	Create a PxrEnvDayLight OBJ
	Create a PxrDistantLight OBJ



Create a [PxrAOVLight](#) OBJ