Solaris

> ⚠ **RenderMan for Houdini needs to be installed for Solaris to function with RenderMan when using Solaris in Houdini 18.5**
>
> New functionality in Houdini Solaris is only available in versions 18.5 and higher when using RenderMan.

RenderMan supports the native USD "Solaris" workflows introduced in Houdini 18. Solaris offers artists and TDs:

- Access to native USD for scene composition, variants, and overrides. USD is a robust technology for building up assets, putting them into sets, and adding shot specific details and animation. It is a great pipeline tool.
- A new lighting toolset that allows artists to build lights into their USD scenes.
- Direct batch rendering of USD files via Houdini's "husk" command-line renderer.

RenderMan provides a USD Hydra Renderer Delegate that allows artists to render interactively directly to the Solaris viewport. Artists get immediate path-traced visual feedback during scene assembly, adjustments to lighting, materials, and other scene attributes. The same RenderMan Hydra Renderer Delegate is what also allows the "husk" command-line renderer.

As the SideFX builds on Solaris, RenderMan will continue to provide deep matching integrations to new features and capabilities.

For more information, please consult the other sections of our documentation, as well as from the USD documentation and the Solaris documentation:

- RenderMan for Houdini – Solaris:
  - Solaris Geometry Workflow
  - Solaris Material Workflow
  - Solaris Lighting Workflow
  - Solaris Sample and Display Filters
  - Solaris Render Settings
  - Solaris Limitations
  - Solaris Tutorial
- Pixar's USD
- Houdini/Solaris
  - Product Information
  - Documentation

Below is a brief demo of rendering with RenderMan within Solaris.