Setting Pref

When rendering it's usual required that you set a default pose or position for your object to become a reference for later renders even if the object deforms or moves around. This is to prevent "swimming" or a texture effect appearing to slide across the object as it animates. It's typically referred to by its technical name of Pref.

In Houdini you can easily set a parameter using these steps:

1. At the default pose, create a Rest node
2. Create an attribute node, in the RenderMan tab select "add to default mappings"
   a. Houdini name is: rest
   b. RiType is __Pref
3. In your PxrManifold3d used for controlling pattern placement, under Pref type __Pref

From here your renders should use the default position and shape set by the Rest node.