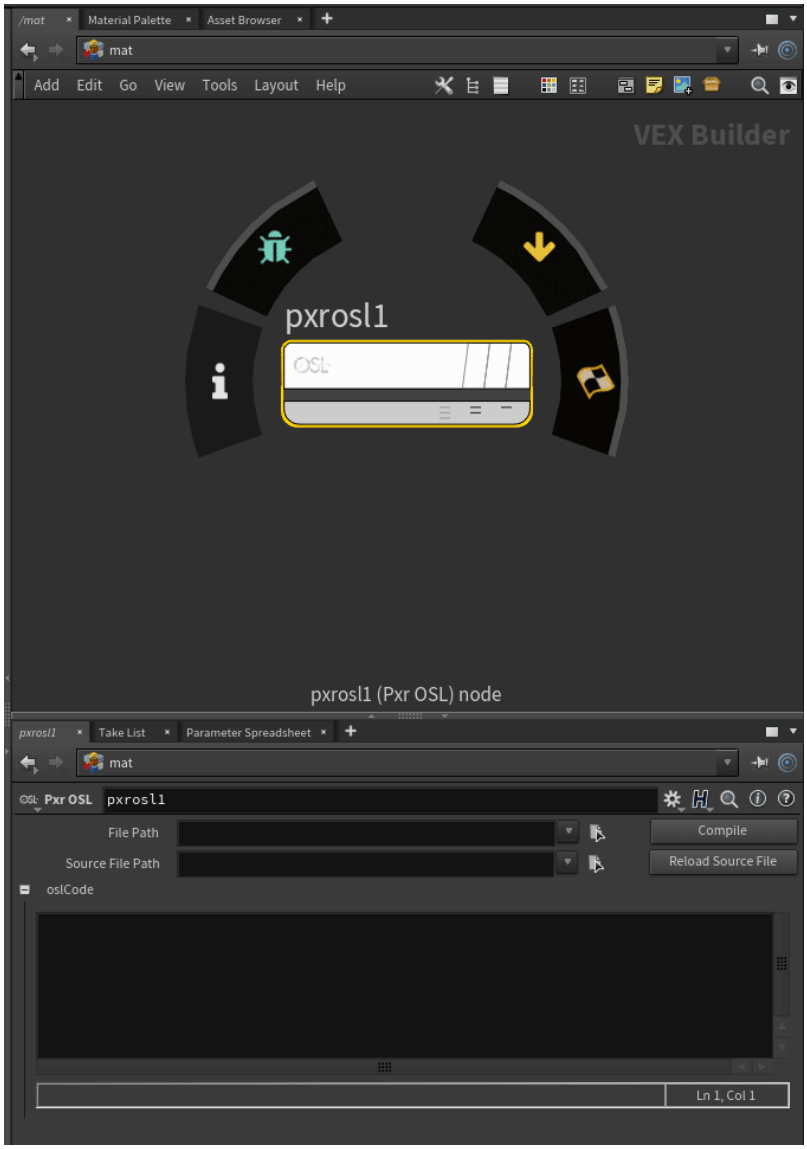
OSL Patterns

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.

> Set environment variable RFH_ARGS2HDA=1 to create houdini digital assets on start up based on .args or .oso files found in RMAN_SHADERPATH and/or RMAN_RIXPLUGINPATH.

- .oso shaders found in $RMAN_SHADERPATH are automatically converted to otls, and stored in $HOUDINI_USER_PREF_DIR/otls/rfh_osllib.hda