

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

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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