

RenderMan Shelf

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

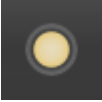
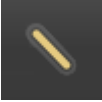
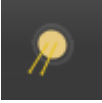
Rendering / Setup

Button	Description
	Start an IPR render session
	Stop an IPR render session
	Open the Image Tool , 'It'
	Create RenderMan ROP along with a PxrPathTracer Integrator and a path to /cam1 (camera not automatically created)
	Create RenderMan Stylized Looks ROP adding in Stylized Looks AOVs & Display Filters - if an OBJ with a PxrSurface is selected it will also assign a PxrStylizedControl.
	Add Parameters to selected OBJ, useful for quickly adding valid RenderMan parameters

Shading

Button	Description
	Make selected objects a holdout object
	Create a PxrSurface VOP and assign it to the OBJ
	Create a LamaSurface and assign it to the OBJ

Lighting

Button	Description
	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