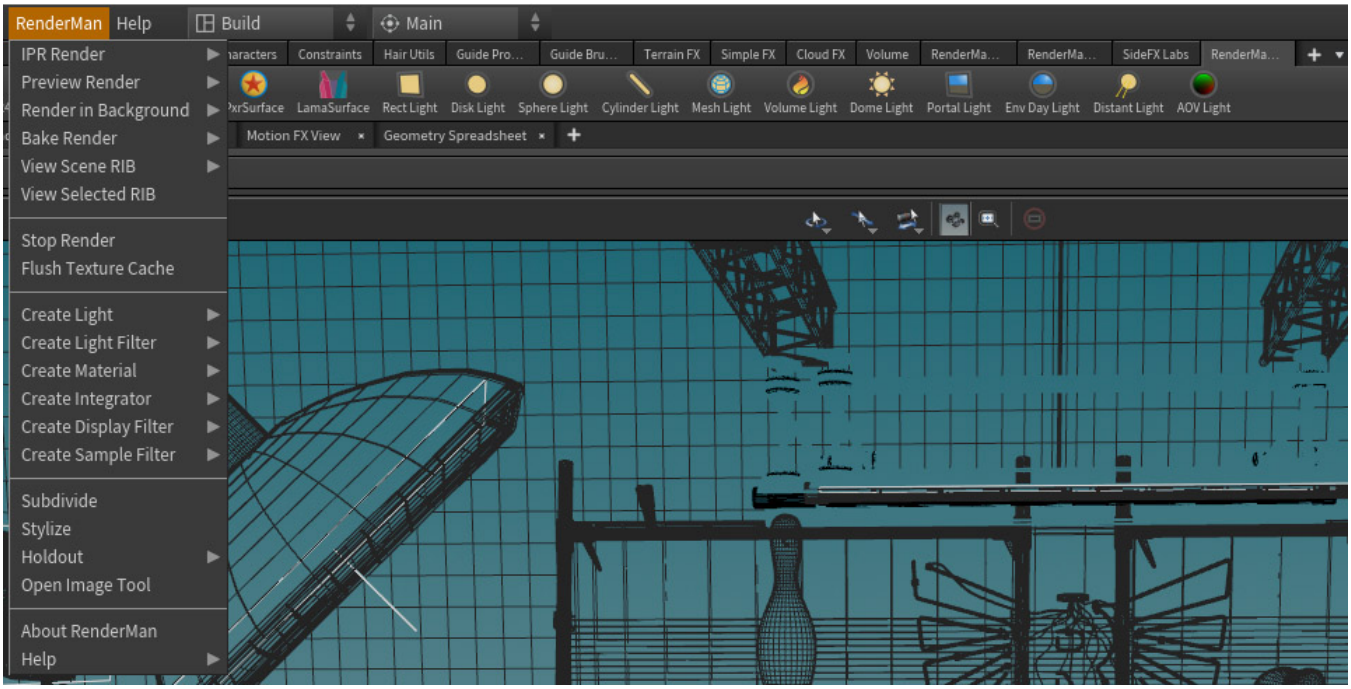
RenderMan Menu

The RenderMan Menu is added to Houdini when the RenderMan for Houdini plugin is loaded.

> ⚠ If the top-level menu is customized to remove either the Help Menu or the RenderMan - RIS tool, the RenderMan menu tools will not be installed correctly. You will need to edit the <insertBefore> and <insertAfter> options in MainMenuCommon.xml to position them correctly in your customized menu.



- **Render:** Start an interactive render session from a selected ROP node
- **Render in Background:** Begin batch rendering to images in the background from the selected ROP node
- **Bake Render:** Render a baking operation to the background using the PxrBake nodes
- **Dump RIB:** Export a RIB file (defaults to .hip file location and Binary format)

- **Stop Render:** End the render process

- **Create Light:** Quick creation of RenderMan light types
- **Create Light Filter:** Quick creation of RenderMan light filter types
- **Create Material:** Quick creation of RenderMan materials
- **Create Integrator:** Create an integrator for the ROP node from a list
- **Create Display Filter:** Create a Display Filter from the list
- **Create Sample Filter:** Add in a Sample Filter

- **Subdivide:** Add and enable subdivision properties to the selected objects
- **Stylize:** Selecting this option will connect a PxrStylizedControl node to the selected object(s) material
- **Holdout:** Setup AOVs for the selected ROP node to export a holdout pass with shadows
- **Open Image Tool:** Open the RenderMan Image Tool "it" for seeing and cataloging renders

- **Help:** RenderMan Help Documentation
- **About RenderMan:** The RenderMan version information and legal disclosures