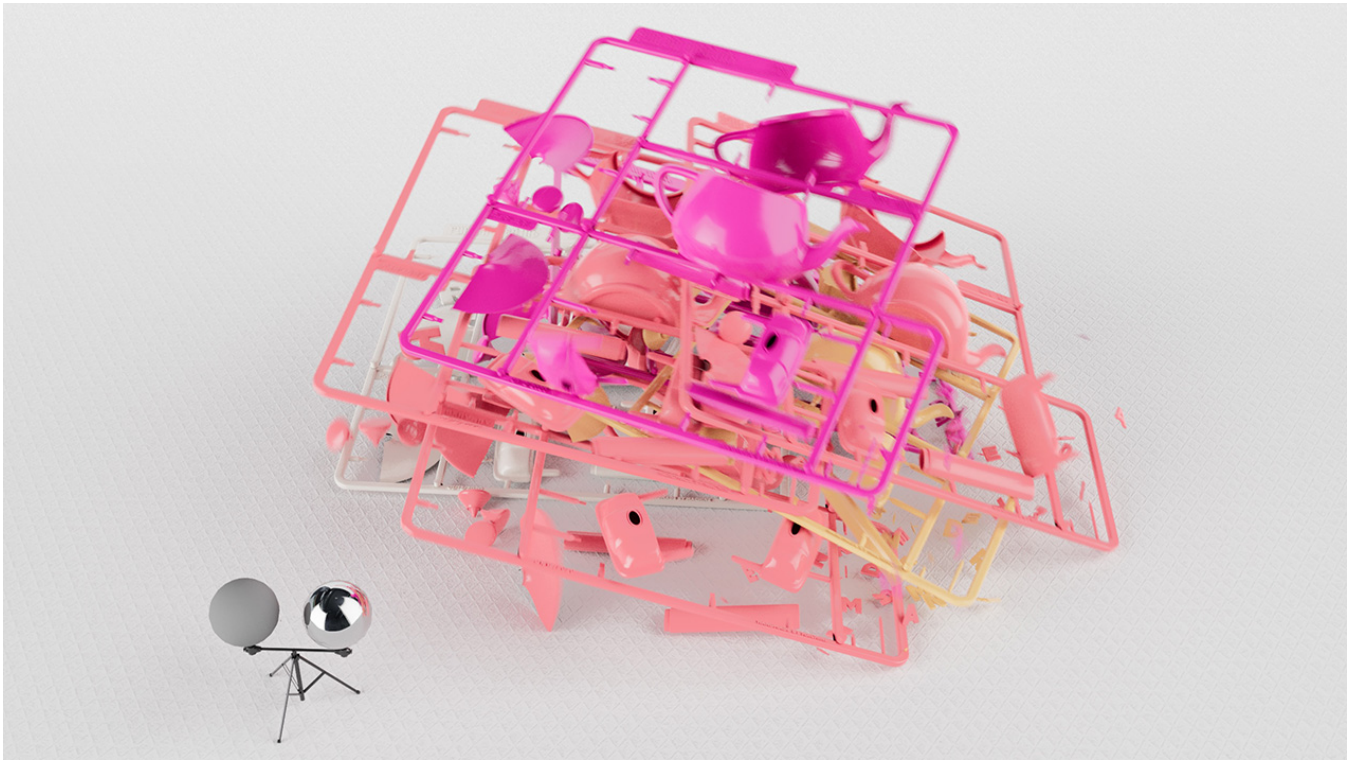
# Geometry



RenderMan supports a full range of geometric primitives, including polygons , NURBS, subdivision surfaces , curves, volumes , procedurals (Alembic), and implicit surfaces . Object instancing is fully supported as well.

Below, each section discusses their usage inside Houdini.


- Subdivision Surfaces
- Instances
- Particles
- Implicit Surfaces
- Volumes
- Curves
- Geometric Settings