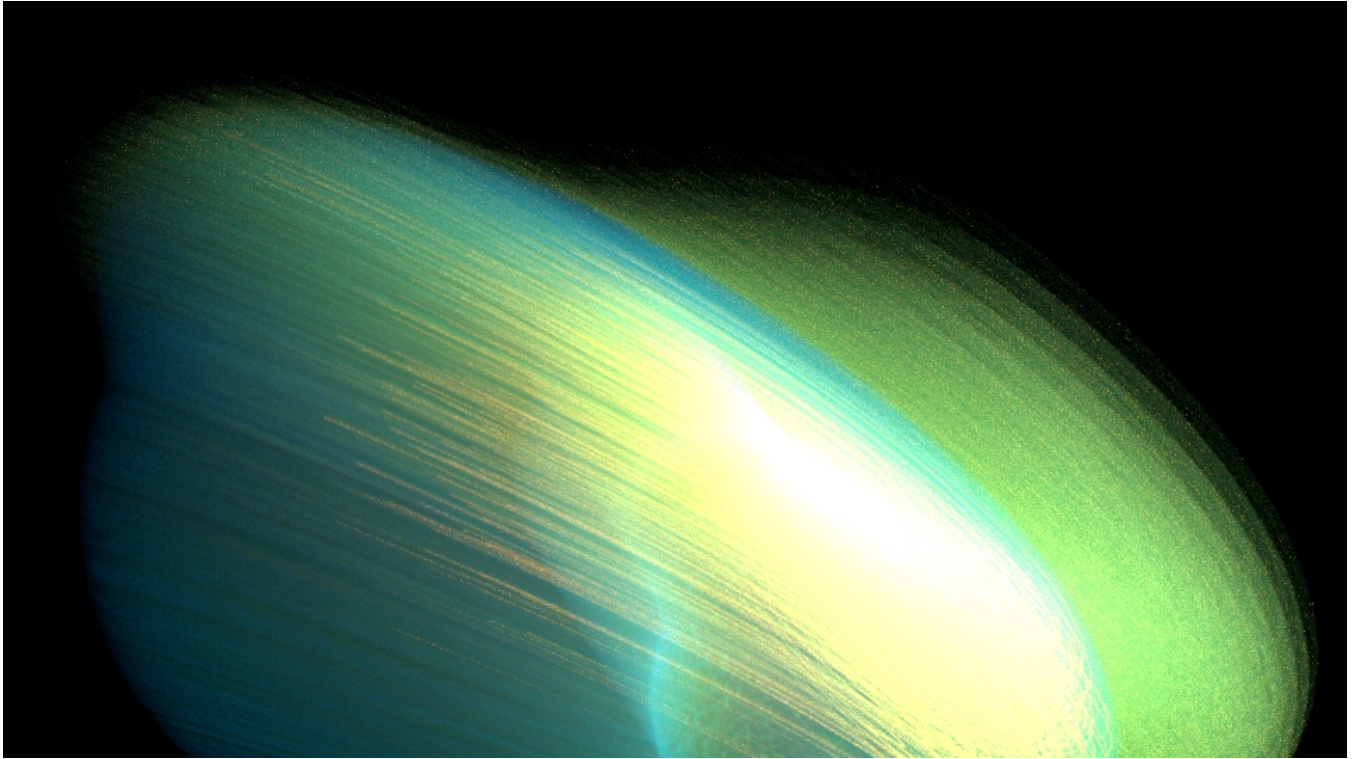


Particles



RenderMan will render Houdini particles as spheres.

Point scale is controlled with the *pscale* primvar. Add a geometry attribute named "pscale". Use [PxrPrimvar](#) to read the value in networks. Otherwise we support the standard [Houdini attributes](#) and can be handled through PxrPrimvar or [PxrAttribute](#) for shading networks.

To create uniform scale, you can also use the Width parameter under the **RenderMan > Geometry Specific > Points** tab on the object level. This attribute is ignored when there is a pscale attribute on the geometry.

- Width: Specify the uniform width measured in pixels
- Falloff Power: Allows the user to soften the edge of particles

Other RenderMan geometry values will appear in the Geometry Tab but are ignored.