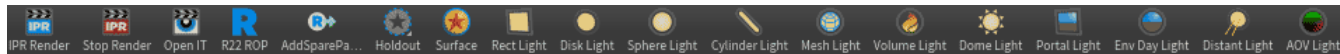



















# RenderMan Shelf.mobile.phone

## RenderMan Shelf



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

Tool	Description
	Start Render
	Stop Render
	Open Image Tool (it)
	Create RenderMan ROP along with a PxrPathTracer Integrator and a path to /cam1 (camera not automatically created)
	Add Parameters to selected OBJ, useful for quickly adding valid RenderMan parameters
	Make selected objects a <a href="#">holdout</a> object
	Create a <a href="#">PxrSurface</a> VOP and assign to the OBJ
	Create a <a href="#">PxrRectLight</a> OBJ
	Create a <a href="#">PxrDiskLight</a> OBJ
	Create a <a href="#">PxrSphereLight</a> OBJ
	Create a <a href="#">PxrCylinderLight</a> OBJ
	Create a <a href="#">PxrMeshLight</a> OBJ for the selected OBJ
	Create Volume Light setup for the selected Volume OBJ
	Create a <a href="#">PxrDomeLight</a> OBJ
	Create a <a href="#">PxrPortalLight</a> OBJ
	Create a <a href="#">PxrEnvDayLight</a> OBJ
	Create a <a href="#">PxrDistantLight</a> OBJ



Create a [PxrAOVLight](#) OBJ