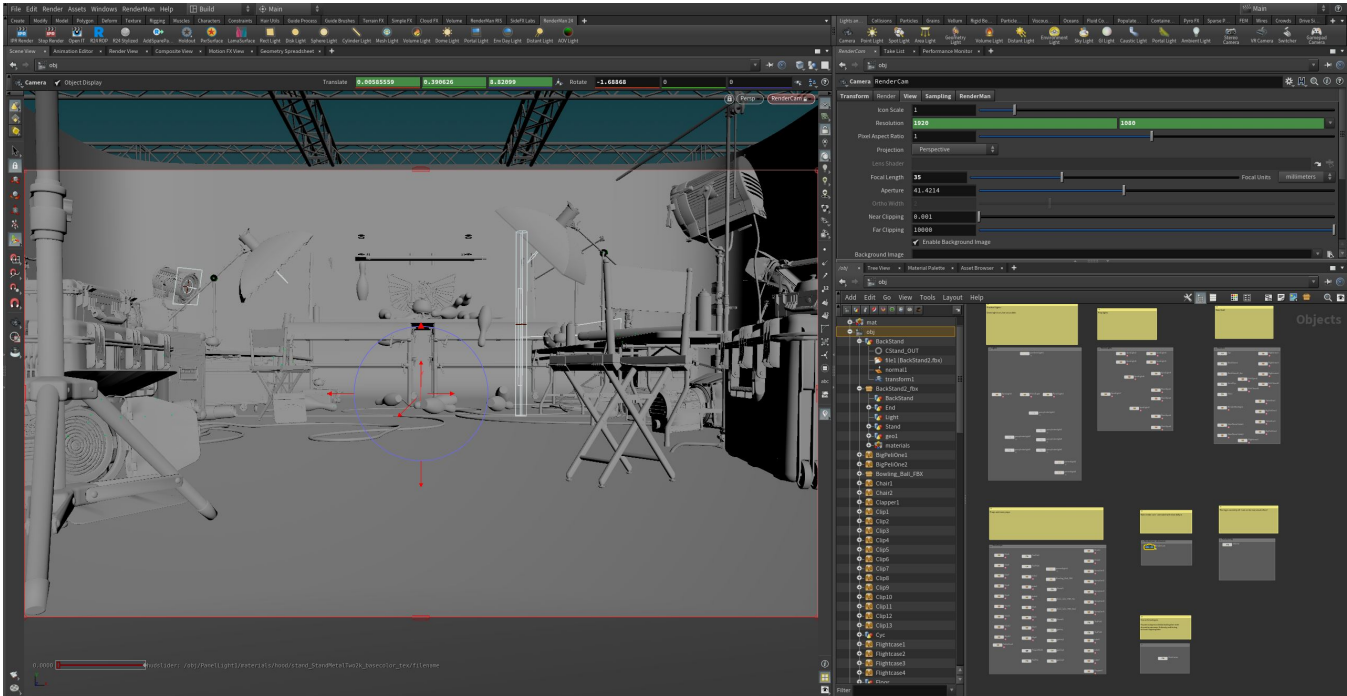


Getting Started



- [Adding a Light](#)
- [Adding a Material](#)
- [Assigning a Material](#)
- [Render](#)



Please note that different versions of Houdini have different workflows, please be sure and follow the directions for your version.

Adding a Light

To add a light, select one of the light tools from the [RenderMan Shelf](#) or the [RenderMan Menu](#) which automatically creates a Pxr light OBJ.

See [Lighting](#) for more information.

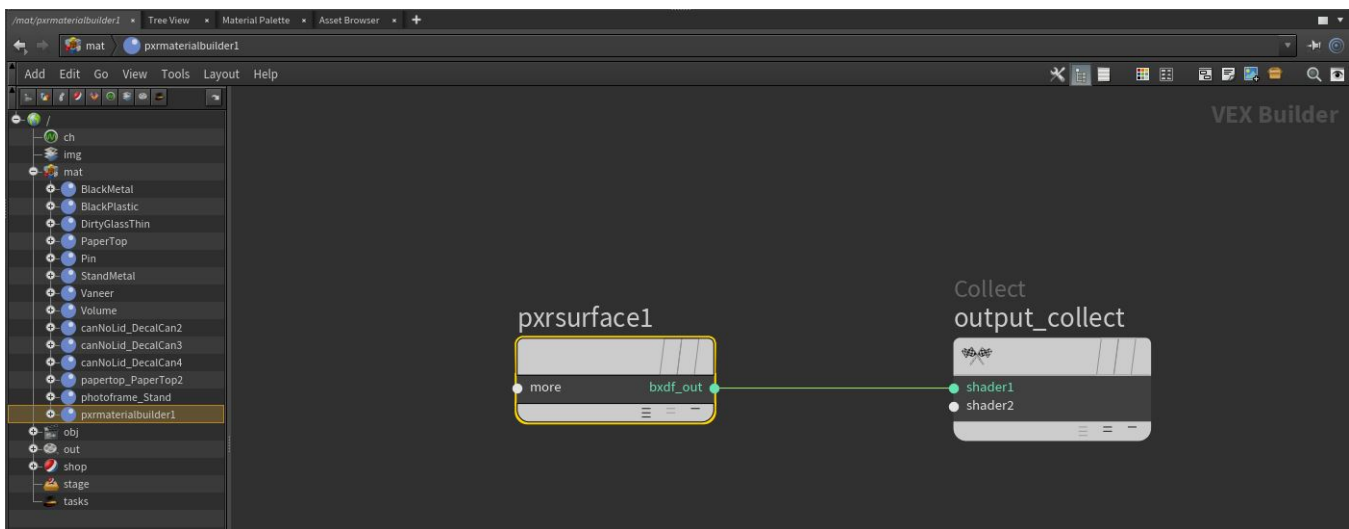
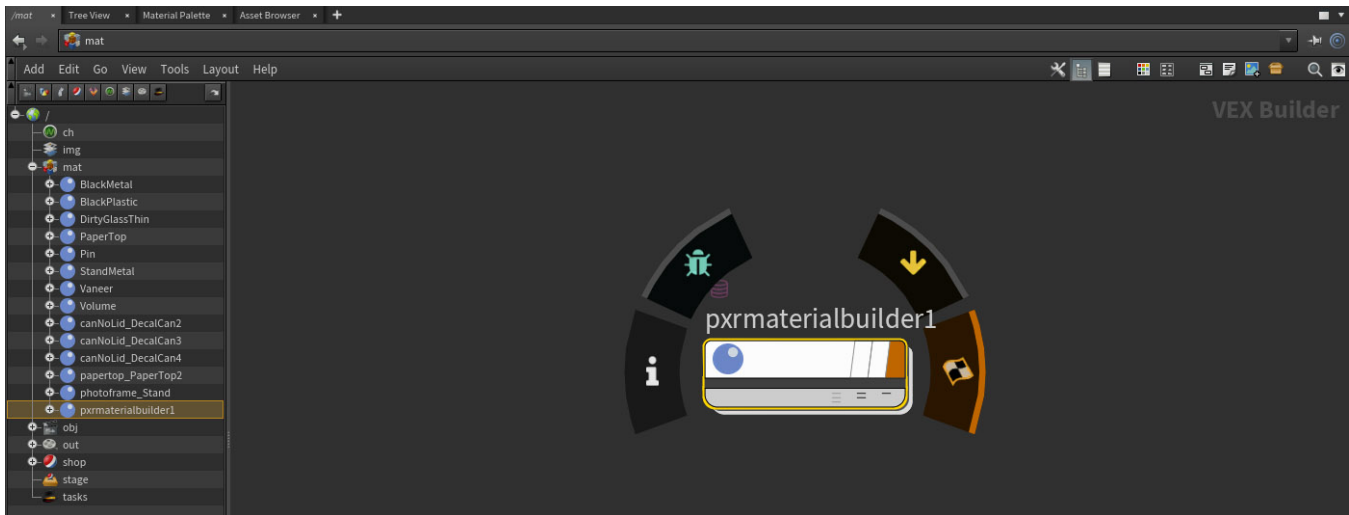
Adding a Material

To add a material, we need to first create a shading Network. Note that RIS material is **not a SHOP** but it is a **VOP** inside a **RIS Network**.

A PxrMaterialBuilder is just a container for RIS VOPs. It is required for Houdini to work with RIS materials. *Important:* A material is represented by a PxrMaterialBuilder VOP with a BxDF output_collect VOP input.

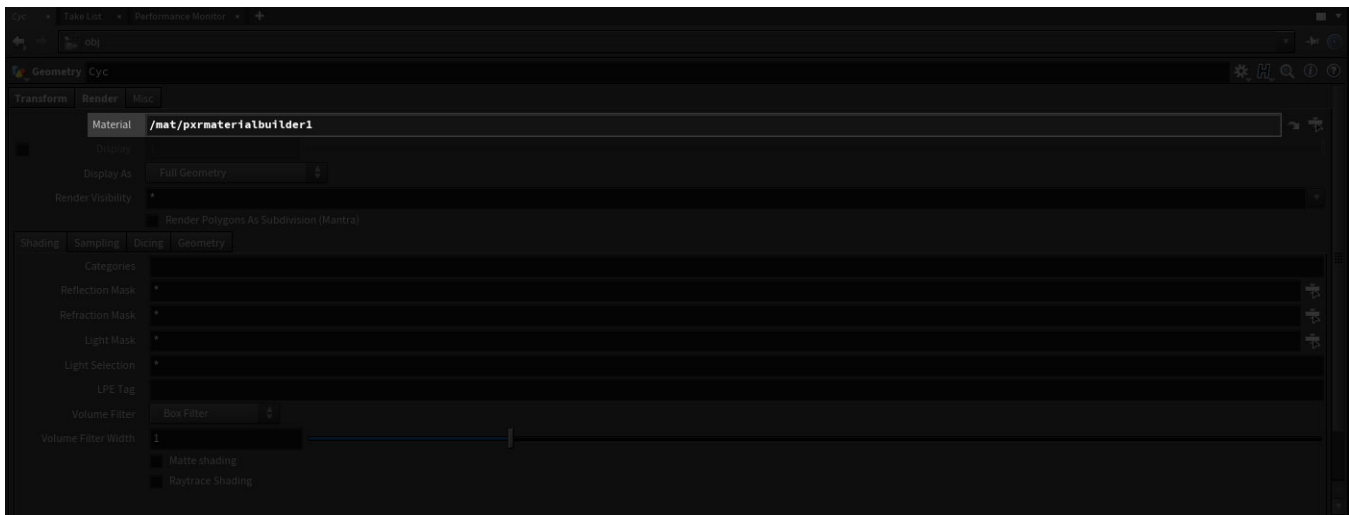
To add a material, you can add a PxrSurface from the [RenderMan Shelf](#), which automatically creates the nodes, or select another BxDF from the [RenderMan Menu](#) to wire into the output_collect VOP inside of a PxrMaterialBuilder.

These tools also automatically create a RIS Network if it does not exist as well as the selected VOP.



Assigning a Material

To assign the material to your object, simply drag the PxrMaterialBuilder VOP you just created to the Material parameter of your object.



Render

To render, add a RenderMan ROP from the [RenderMan Shelf](#).

If you want to render using Stylized Looks, then you'll need to add a Stylized Looks ROP from the RenderMan shelf.

This tool also creates a RIS Network and sets the integrator to [PxrPathTracer](#).

Make sure the Camera parameter is set to the render camera (you must create one in Houdini as the default cannot be used), then press the Render button to see your render interactively in the Image Tool. See [Rendering](#) for more information.