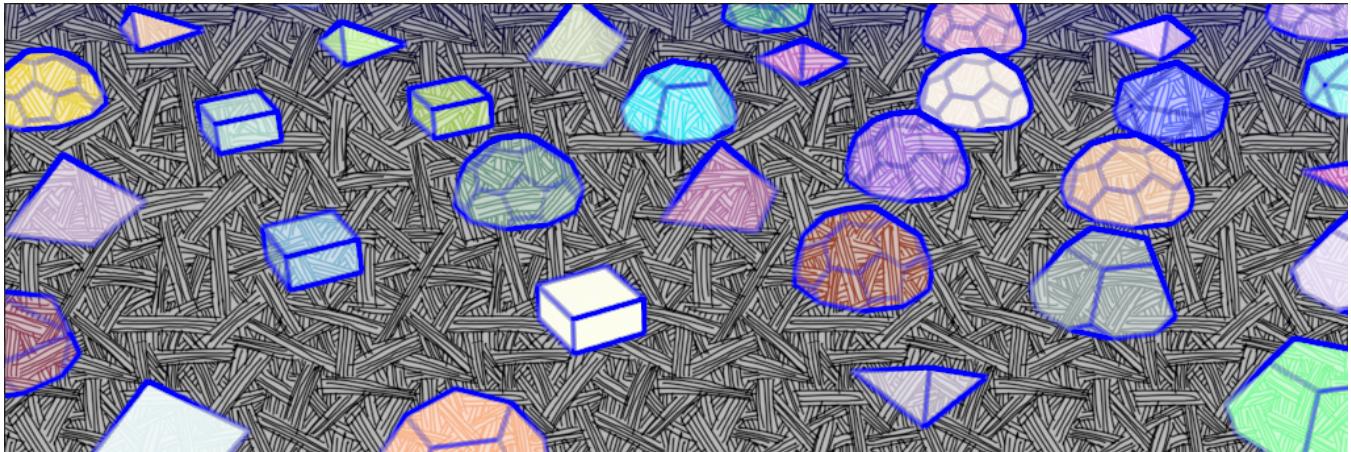


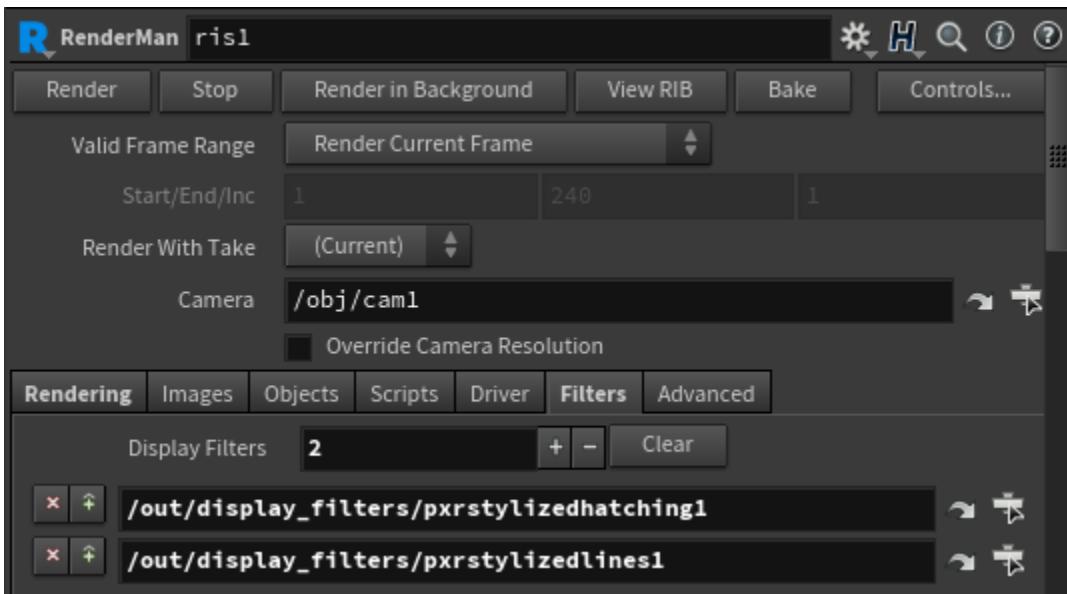
# Stylized Looks in Houdini



There are 3 required components for setting up a stylized render:

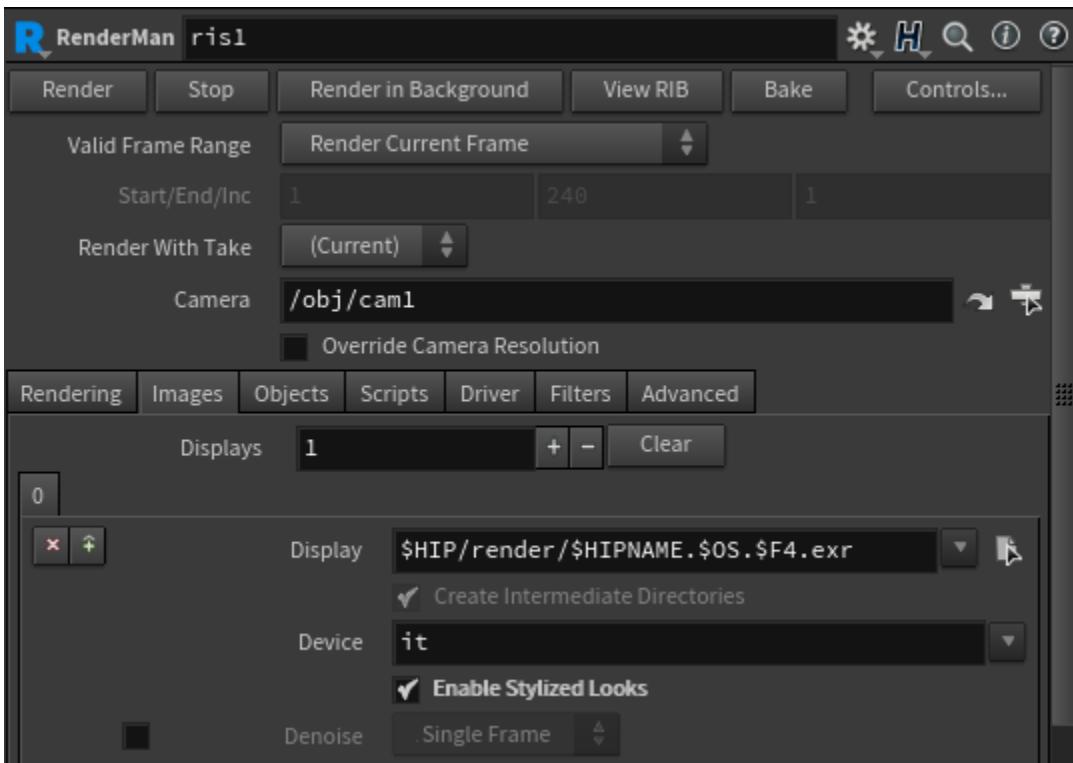
## 1. Add a Stylized Display Filter

These filters can be created and appended to the display filter list with the RenderMan menu tool.



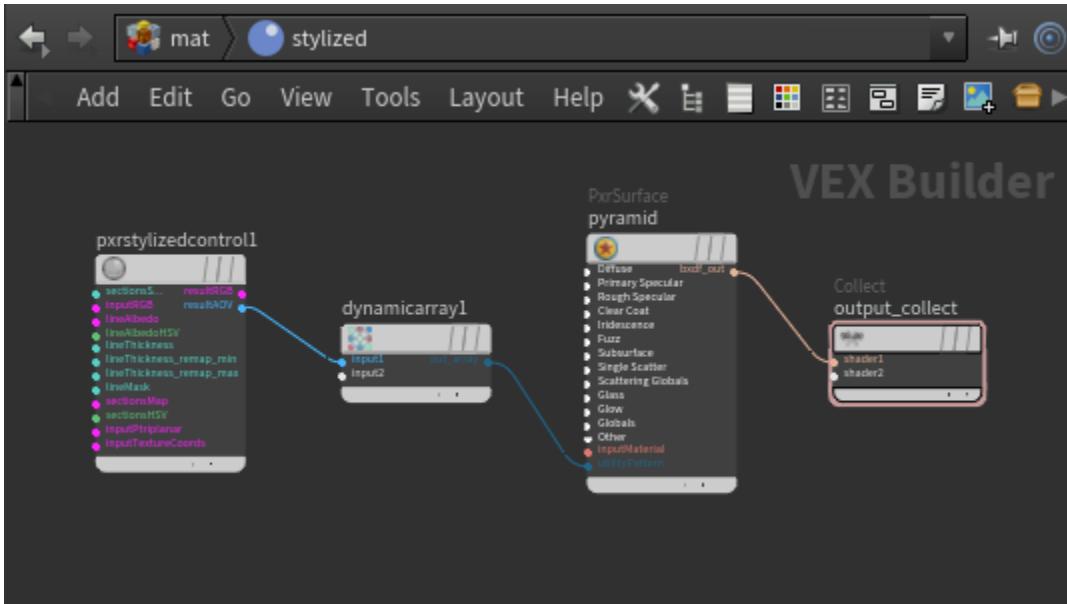
## 2. Enable Stylized AOVs

This parameter will add the necessary AOVs to the displays. Disabling this option will remove stylized display filters from the render.



### 3. Connect PxrStylizedControl to materials

Not all objects in the scene need to have this pattern. A dynamic array is needed to connect the integer output of PxrStylizedControl to Pxrsurface's utilityPattern input. To add PxrStylizedControl to multiple materials, use the Stylize tool found in the RenderMan menu.



**i** The "R24 Stylized" shelf button will set up all 3 necessary components described above

- Create a RIS ROP with stylized looks enabled.
- Adds Hatching display filter.
- Adds PxrStylizedControl to the materials of all selected objects.