

Curves in Houdini

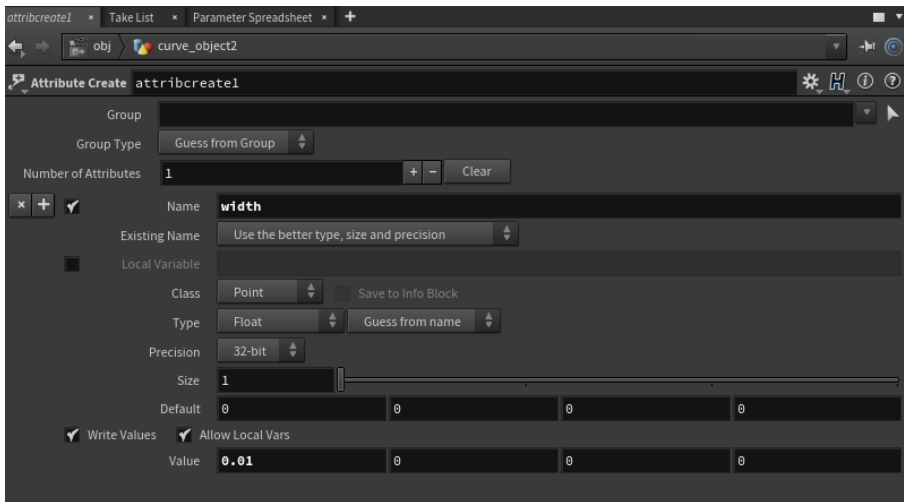


See [Curves](#) for more information on RenderMan curve and its attributes such as how to turn on round curves.

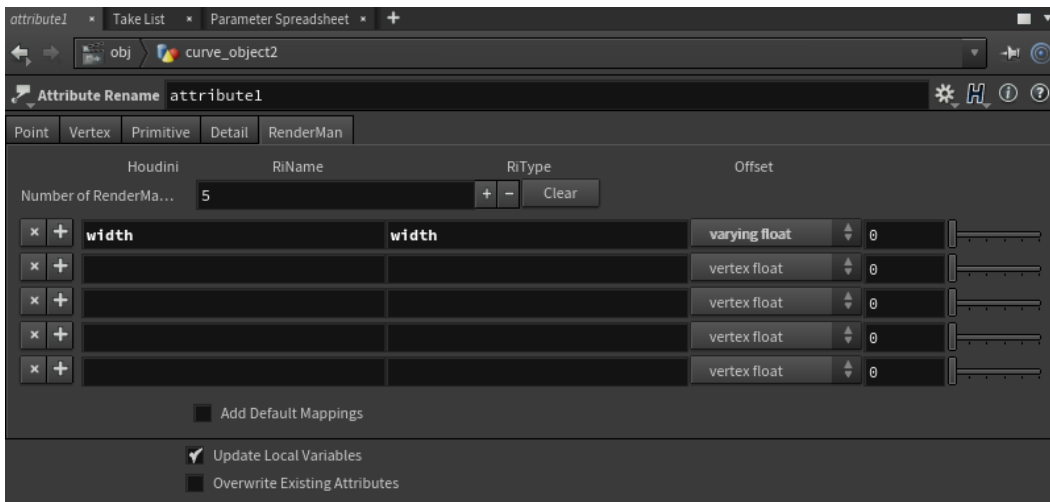
To render the curve, we need to add at least a width attribute, curve interpolation and basis.

Add Width Attribute

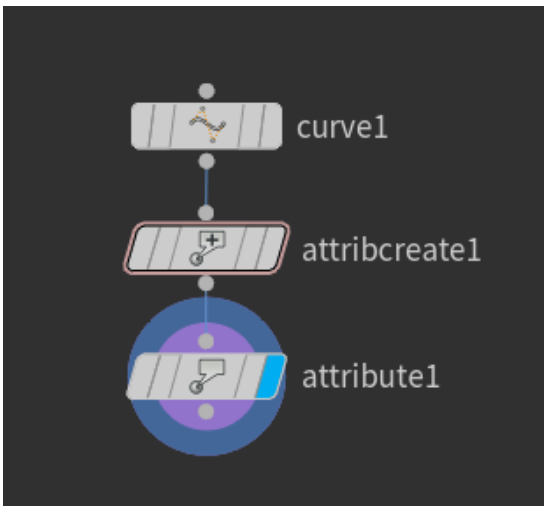
- Add a width attribute with **Attribute Create**. Set a width value at the bottom, e.g. 0.01.



- Map the width attribute to RenderMan attribute with **Attribute Rename**.



- Connect the nodes.



Add Curve Interpolation and Basis

In your ROP, select Edit Parameter Interface and add `ri_curveinterpolation` and `ri_curvebasis`. Set the interpolation and basis accordingly.

