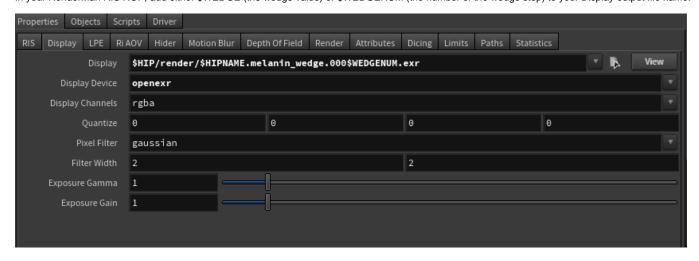
## Wedge

Houdini Wedge Render Node accelerates the process in finding the best settings for your asset/shot.

The following example shows how we can set up wedges for PxrHairColor's Melanin settings.

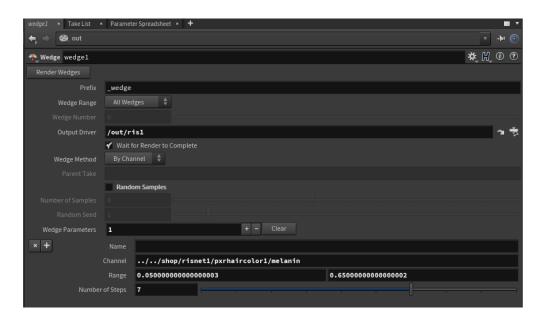
## **Output Filename**

In your RenderMan RIS ROP, add either \$WEDGE (the wedge value) or \$WEDGENUM (the number of the wedge step) to your Display output file name.



## Wedge ROP

- Create a **wedge** ROP. Note that we are *not* connecting the wedge ROP to the RenderMan RIS ROP.
- Set the Output Driver to the RenderMan RIS ROP.
- Specify the Channel (e.g. shader parameter) that you want to wedge.
  Specify the Range and Number of Steps to wedge.



## **Render Your Wedge**

In your wedge ROP, select Render Wedges button to render your wedges.

See Houdini Wedge Render Node for more information on other settings.