

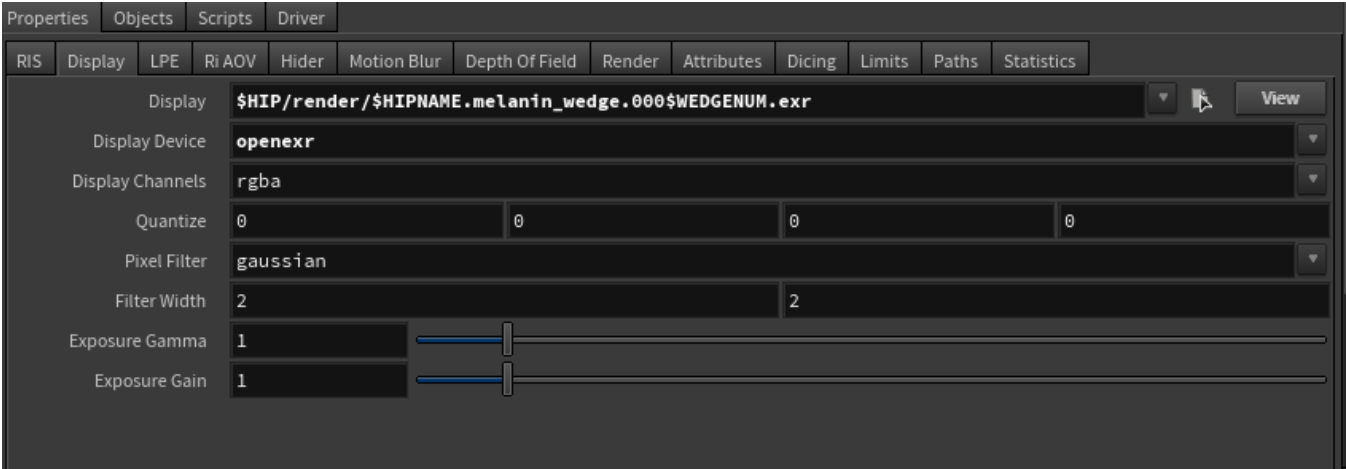
Wedge

[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.

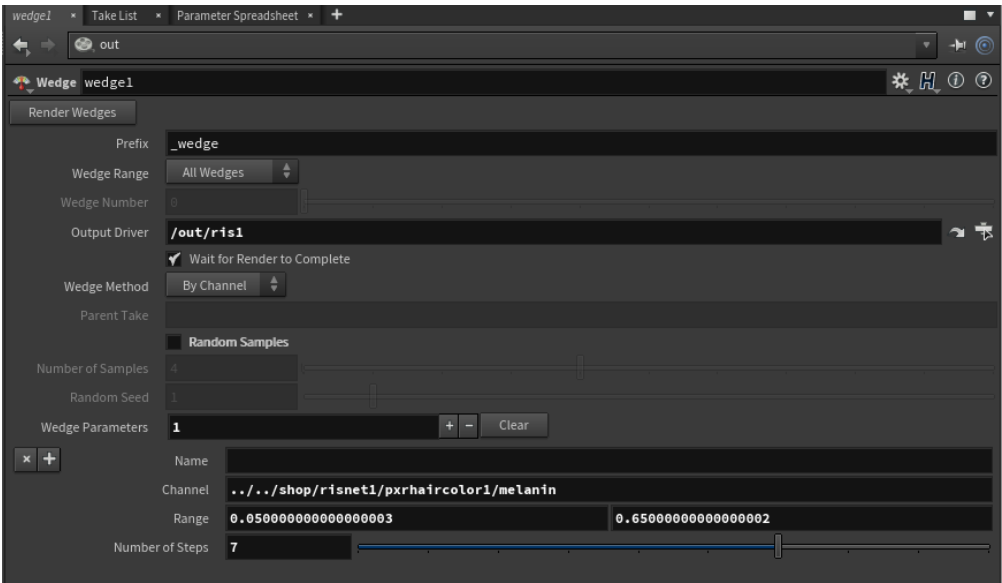
Output Filename

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.