

Render Setup


You can add a RenderMan RIS ROP from the RenderMan Shelf or from the out pane.



See <https://www.sidefx.com/docs/houdini15.5/nodes/out/ris> for RenderMan RIS ROP parameter description.

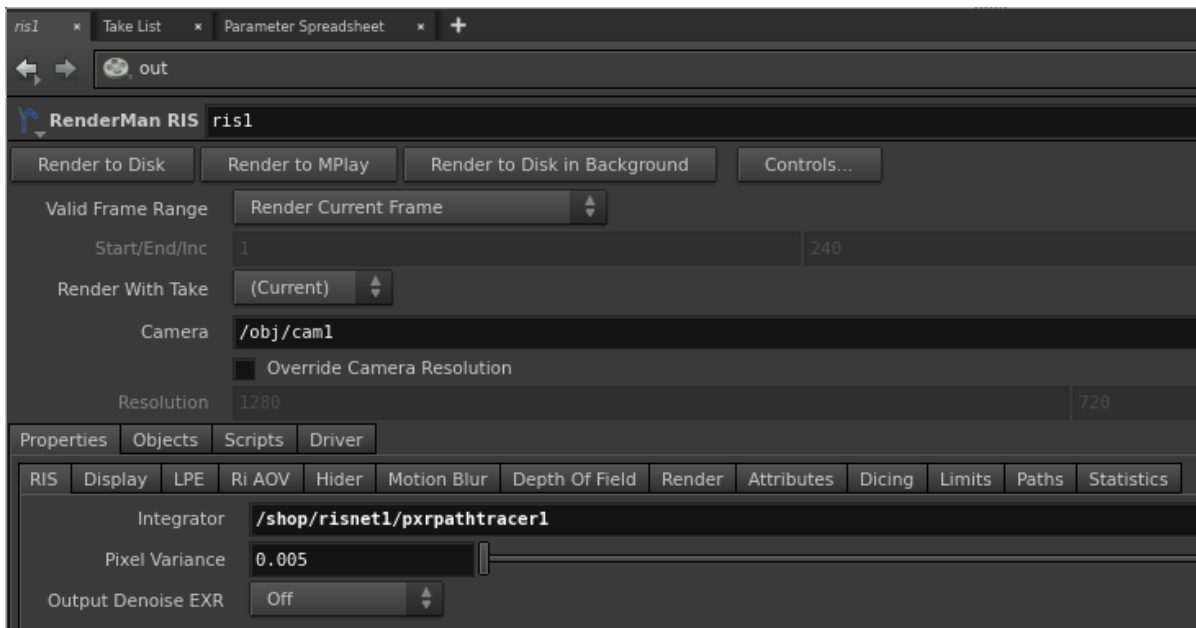
For more on RenderMan options, see [Rendering](#) for more on sampling, filters, etc.

Using RenderMan Shelf

We can use the ROP tool  in the [RenderMan Shelf](#) to create a ROP that automatically adds an integrator VOP to your RIS Network.

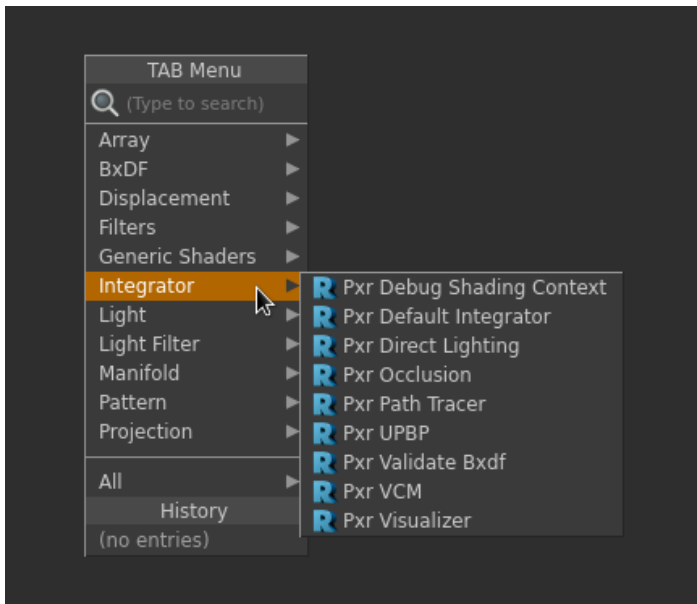
Using out pane

Add RenderMAN RIS ROP



Add Integrator

In your RIS Network, add an integrator VOP inside your RIS Network, e.g. [PxrPathTracer](#)



Set the Integrator

Simply drag the path of your integrator VOP path to the **Integrator** in RenderMan RIS ROP. If you skip this step, by default, it will use the [PxrPathTracer](#) integrator with its default parameters.

