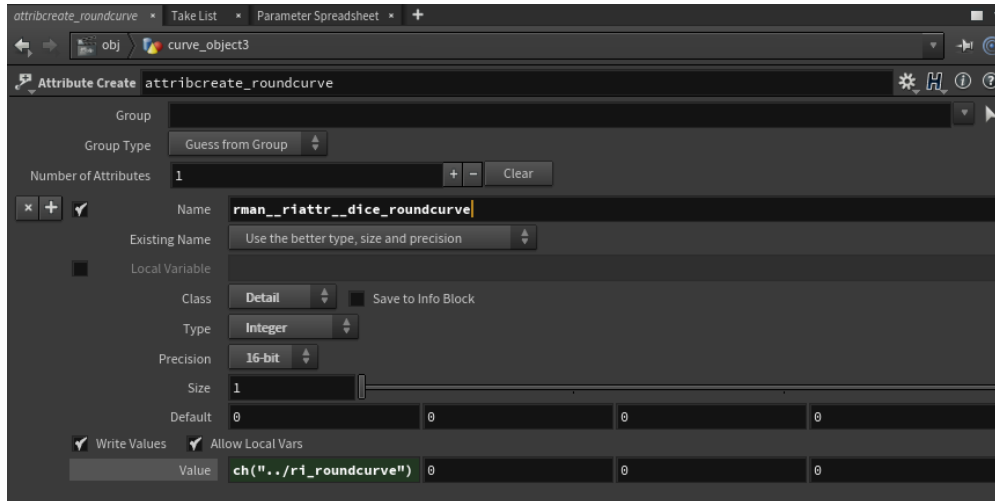


# Exporting Ri Attributes

Here is an example of exporting Ri Attributes (e.g. Ri Round Curve) to an Alembic File for reading into RenderMan for Maya.

- Add an **AttributeCreate** node.
- Name it as how it is named in RenderMan for Maya, e.g. `rman__riattr__dice_roundcurve`.
- Set the Class to **Detail**.
- Set the Value expression to the Ri Attribute (e.g. `ri_roundcurve`)



You can download this example here: [curves\\_alembicattr.hip](#)

When you read the alembic file into RfM, you will see the Round Curve attribute with the setting from Houdini.