Solaris Limitations

Known Limitations

Lighting

- Light filters are currently not supported
- Mesh lights currently do not function as expected
- Light filter linking is not available
- PxrEnvDayLight and PxrAovLight are not supported
- Custom light plugins are not supported
- Portal lights are not supported
- We do not support the light handle operation to match the normal or shading attributes of a surface

Interactive Rendering

- Crop Windows are not available. Crop Windows do work with 24.2 and later within Houdini 19.
- Bucket Order and Bucket Origin options do not work as expected
- Interactive denoising is not available
- PxrMaterial Builder nodes to not work as expected
- A small group of options within the RenderSettings node do not apply to interactive renders. For example, maximum thread count.

Batch Rendering

- Baking illumination not supported

Geometry

- NURBS and Implicits not supported
- Nested Instances are pre-expanded

Shading

- txmake must be run manually on textures
- The dynamic array node is not expected to work in Solaris for the initial release

Expansion and plugins

- Only the built-in Integrators are supported
- Only the built-in Projection plugins are supported