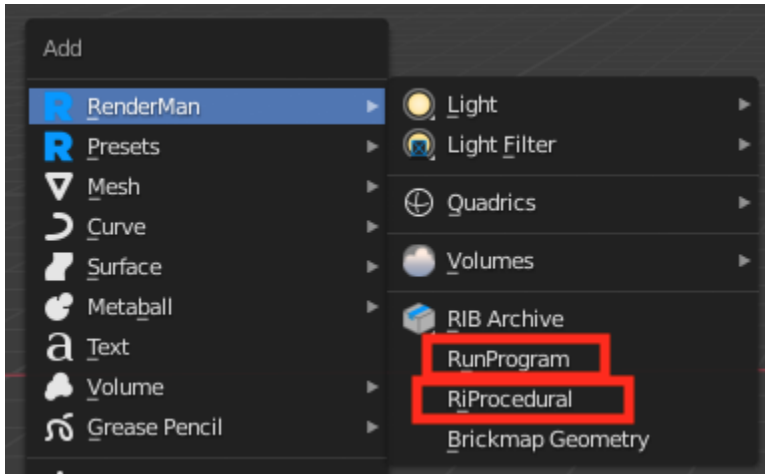


# Procedural Primitives in Blender


For procedural primitives, RenderMan for Blender supports both procedural primitive DSOs and RunProgram. For more information on how to write /compile these types of procedural primitives see this [section](#) in the Developer's Guide.

## Adding

You can add either type of procedural primitive from the Add menu.



## DSO

To pass arguments to your RunProgram look in the object properties , under the RenderMan Geometry panel; there should be a Dynamic Load DSO subpanel.

