

## To use Renderman in Houdini:

- Under **Edit /Preferences/Rendering** select from the dialog box  
Pixars Renderman 18.0
- In the **SHOP** context hit tab and select the **surface (RSL) shader**
- **Assign** the shader to you object
- **Render rib** in your **OUT** context (this is the renderman “mantra” node equivalent)
- In the render rib node, under the **attributes tab**, turn on  
**Diffuse visibility**
- Now **render** using Renderman (not H8 Renderman)

(For a more detailed description see [www.fundza.com](http://www.fundza.com) – Professor Malcolm Kesson’s site)

All the “out of the box” shaders are working. If your render is not showing up properly and you are on Linux, test on Windows and then check your custom bash file.

Currently we are investigating the python script to convert slo files to otl. Stay tuned.

Also see

Some tips on using Houdini and Renderman by Kristen Eggleston found [here](#).