



I. Setting up directory to contain shaders.

First, setup a folder in your home directory on your network. Call the folder SHOP in this folder there needs to be two separate folders named displace and surface. These folders will contain the complied cutter shader. In these folders will contain the file.vex needed for Houdini.

II. Setting up preferences in Cutter.

In cutter go to EDIT> show preferences. Under the Rman tab select options and select the option *output ds.to SHOP directory*. This will automatically send the complied shaders into your SHOP directory.

In your SHOP folder you should have the appropriate SHOP displace and SHOP surface files. Open these files up in Word pad and make sure the text reads:

```
SHOP surface :
name ./surface/name.ds -label "name"
name1 ./surface/name1.ds -label "name1"
name3 ./surface/name3.ds -label "name3"
occlude ./surface/occlude.ds -label "occlude"
        name ./surface/name.ds -label "name"
```

```
SHOP displace :
name ./displace/name.ds -label "name"
Displace ./displace/Displace.ds -label "Displace"
name ./displace/name.ds -label "name"
displace ./displace/displace.ds -label "displace"
name ./displace/name.ds -label "name"
```

Make sure the directory is listing your *name* of your shader along followed by it type either Surface or Displace. In Houdini under the *SHOP's* Level hit tab than type the name of the shader you created.

III. Creating a renderman renderer.

Under the *Outputs* tab in Houdini hit tab key than type r for renderman. This brings up a new renderer this renderer will use renderman. Like in cutter you can change the output type from framebuffer to ip by clicking

on the *Image device*. Make sure the parameter Standard has selected a camera in your environment.

IV. Overview.

Make sure each time you execute your script in cutter that you reload the *Set Houdini paths.bat* instead of closing Houdini each time you can go up to Windows_Textport.. and type dsreload. This will automatically compile the Houdini shaders and you can go into SHOP's and type the name of the shader you created.