

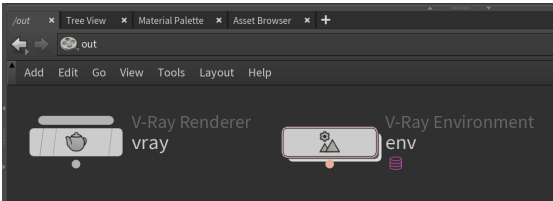
# Renderer Node

This page provides information on the render settings in V-Ray for Houdini.

## Overview

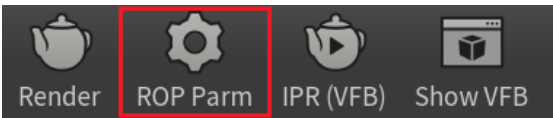
The **V-Ray Renderer** (vray) ROP contains a multitude of options for V-Ray. These settings include rendering speed and quality, global overrides, indirect illumination, caustics, and distributed rendering.

Additional rendering settings related to environment overrides can be accessed from the **V-Ray Environment** (env) node.



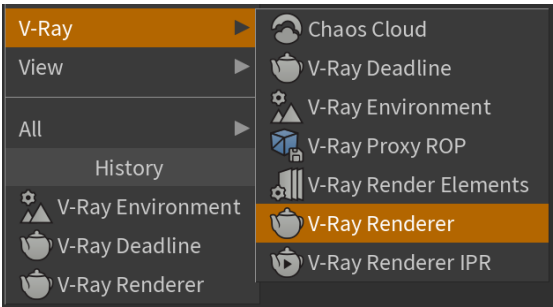
## UI Paths

||V-Ray Shelf|| > **ROP Parm** button

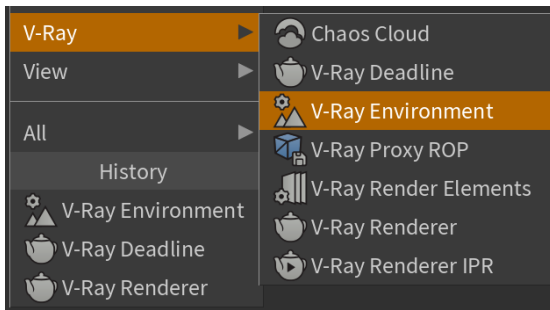


**V-Ray** menu > **Render Settings**

||out Network|| > **V-Ray** > **V-Ray Renderer**



||out Network|| > **V-Ray** > **V-Ray Environment**



## V-Ray Renderer ROP

**Render to Disk** – Starts a V-Ray render.

**Controls...** – Launches the Houdini Render Control window.

**Valid Frame Range** – Specifies the frame(s) to render.

**Render Current Frame** – Renders the current frame.

**Render Frame Range** – Renders frames from the specified range set below as well as other frames if they are referenced by in-range frames.

**Render Frame Range Only (Strict)** – Only renders the frames in the specified range set below.

**Start/End/Inc** – Specifies the range of frames to render (start frame, end frame, and increment).

**Render With Take** – Renders using the settings from a specified take.

**Bake to Texture** – When enabled, exposes the Bake tab which contains the Texture Baking controls for the Renderer. V-Ray produces an image in UV space instead of rendering through the specified camera.

**Camera** – Specifies the camera to render from. The camera specified by this path must be a valid camera object in the scene, otherwise nothing is rendered and an error is logged in the console.

**Additional Cameras** – Specifies additional cameras to export to a .vrscene file. Later, they can be used with their scene\_name parameter.

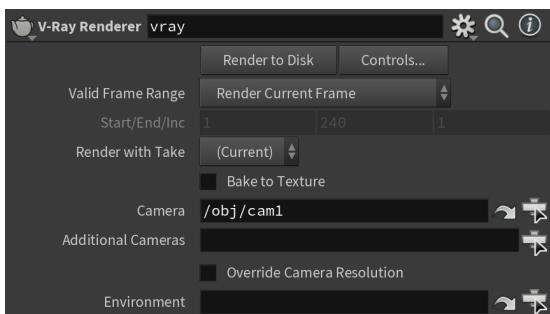
**Override Camera Resolution** – When enabled, the camera's resolution is overridden, and the resolution specified from the V-Ray Renderer is used instead.

**Resolution Scale** – Specifies the resolution of the camera.

**Resolution** – Specifies the resolution when the Resolution Scale is set to **User Specified Resolution**.

**Pixel Aspect Ratio** – Specifies the pixel aspect ratio.

**Environment** – Specifies the Environment ROP to use with the current Renderer. Multiple V-Ray Renderer nodes can link to the same Environment.



## V-Ray Renderer Tabs

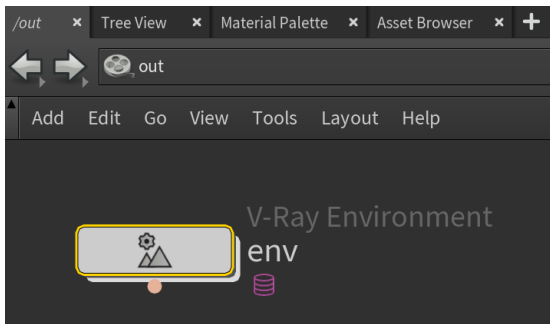
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- [Export](#) – Provides IPR rendering options, as well as setting .vrscene export and selecting the rendering engine (GPU, RTX, CPU).
- [Bake](#) – Provides options for texture baking. Visible only when Bake to Texture is enabled.
- [Images](#) – Controls the output render image settings.
- [Renderer](#) – Holds a number of important settings defining the final V-Ray output.
- [Effects](#) – Controls the V-Ray Volumetric effects.
- [Objects](#) – Specifies a list of objects/lights to be exported for rendering. This tab also contains parameters that are standard for Houdini. For more information, visit [Houdini's documentation](#).
- [Script](#) – This tab is standard for Houdini. For more information, visit [Houdini's documentation](#).
- [Post Translate](#) – Exposes options for Python Post Translate of .vrscenes.

## Environment Node

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The Environment node render settings are accessed by creating a V-Ray Environment node. See the [V-Ray Environment page](#) for additional information.



## Notes

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- You can set different ROP parameters in a scene. Shift+Left-click on the ROP Parm shelf button to switch between different ROP settings.