

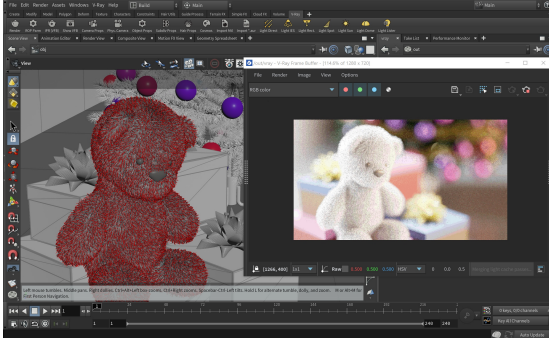
# Interactive Rendering

This page gives some basic information on IPR within Houdini as well as on how to incorporate the interactive renderer into your workflow.

## Overview

V-Ray Interactive Production Rendering (IPR) is an interactive rendering engine that can utilize both CPU and GPU hardware acceleration to see updates to the rendered image in real time as objects, lights, and materials are edited within the scene.

For more information on the settings available for IPR, please see the [Export Tab](#) page and the [IPR Tab](#) page.



## IPR Workflow within the VFB

Before starting an IPR, make sure a camera is set. You can set several cameras and then switch between them.

### 1. Create ROP

Create a V-Ray Renderer node and a V-Ray Renderer IPR node. This can be done in several ways:

- ||out Network|| > **V-Ray Renderer**; ||out Network|| > **V-Ray Renderer IPR**
- Go to **Render** menu > **Create Render node** > **V-Ray**

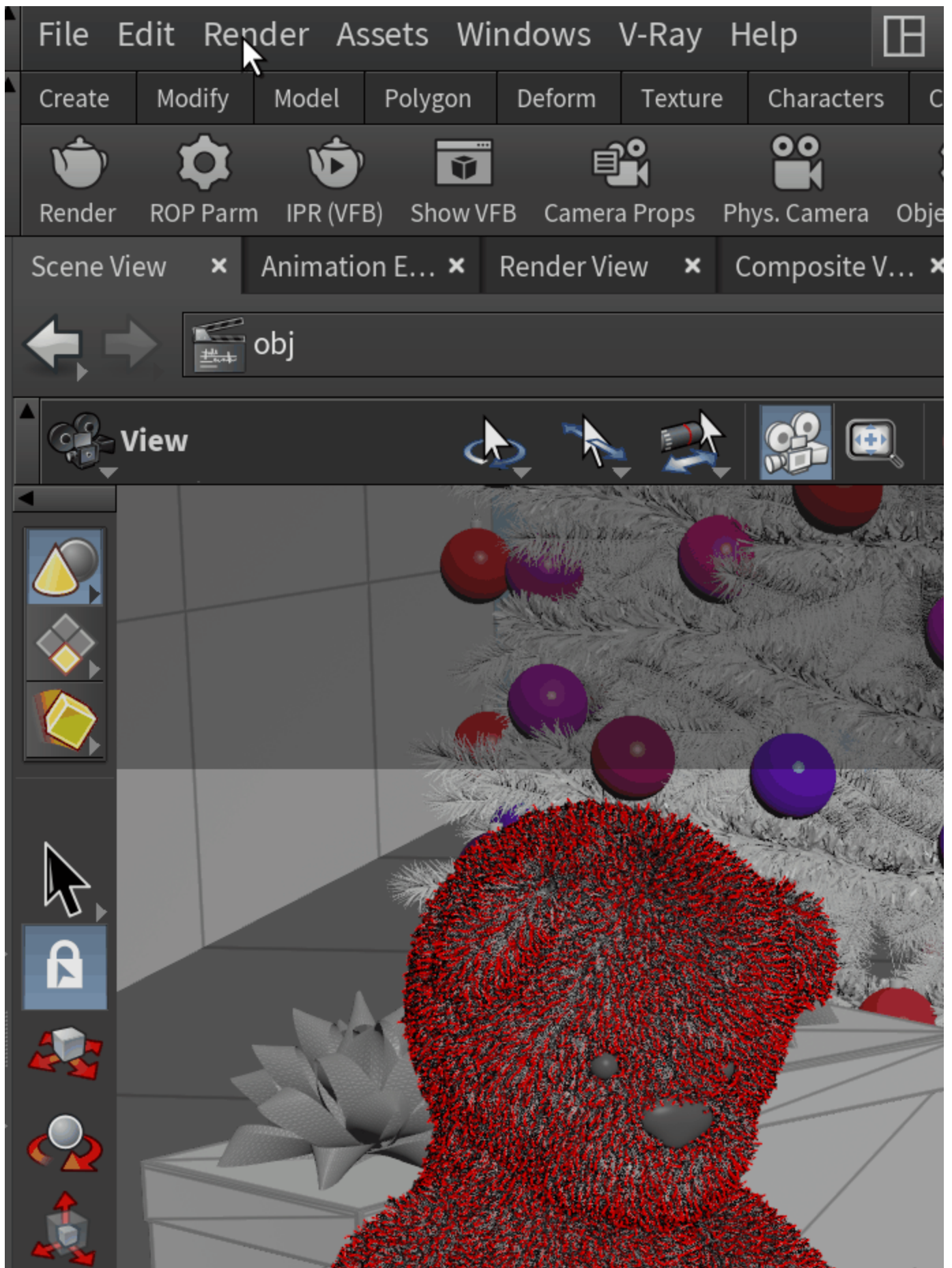
For more information, see the [Rendering](#) page.

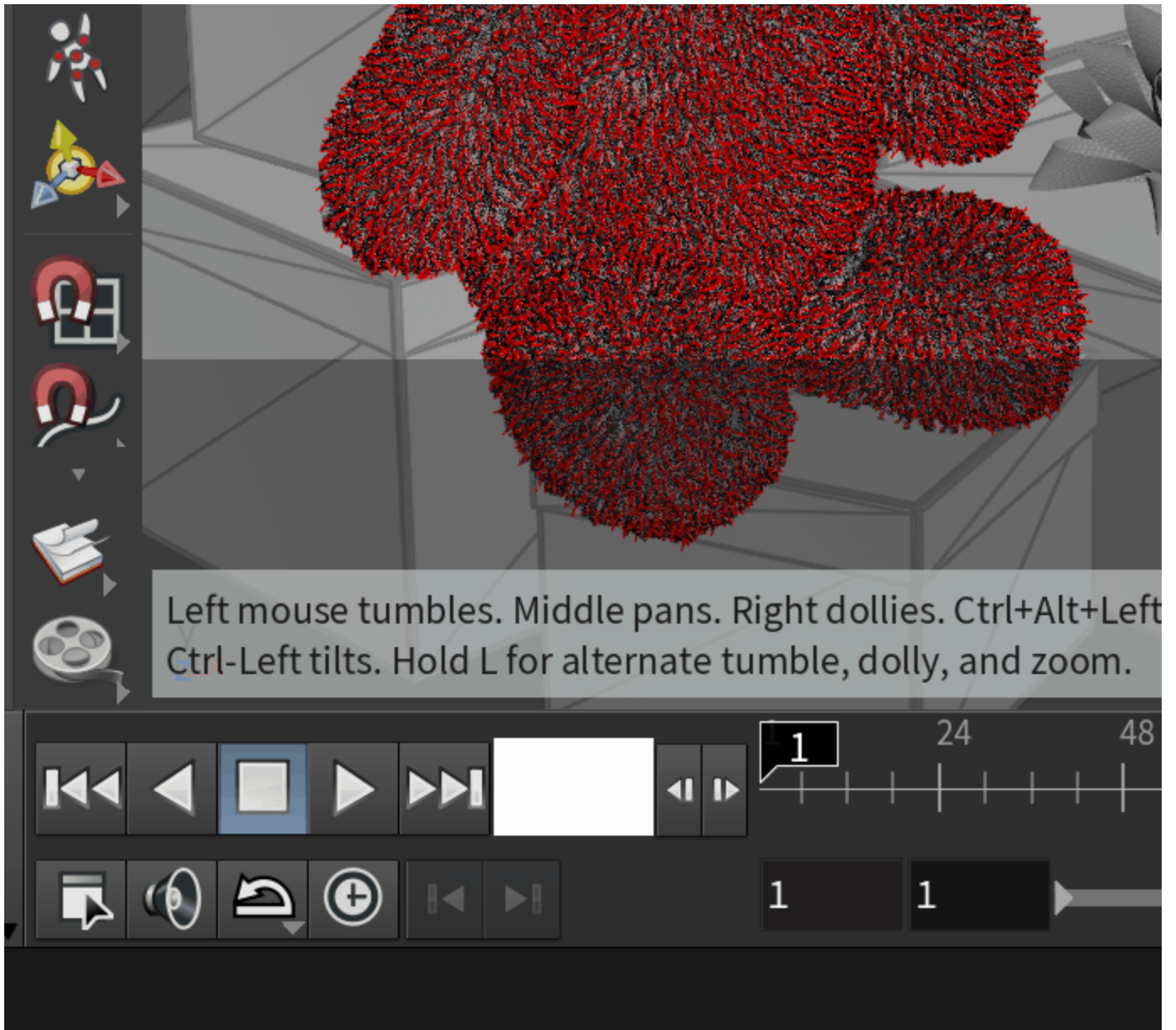
### 2. Configure ROP

Configure the [render settings](#) within the Export Tab and the IPR Tab of the V-Ray Renderer node. To navigate to the specific tabs, do one of the following:

- ||out Network|| > **V-Ray Renderer** node > **Export** tab and ||out Network|| > **V-Ray Renderer** node > **Renderer** tab > **IPR** tab
- Go to **Render** menu > **Edit Render Node**
- Go to **V-Ray** menu > **Render Settings**
- In the V-Ray Shelf, click the **ROP Parm** button.

You can have multiple **V-Ray Renderer** and **V-Ray Renderer IPR** nodes with different settings in a scene.





### 3. Render

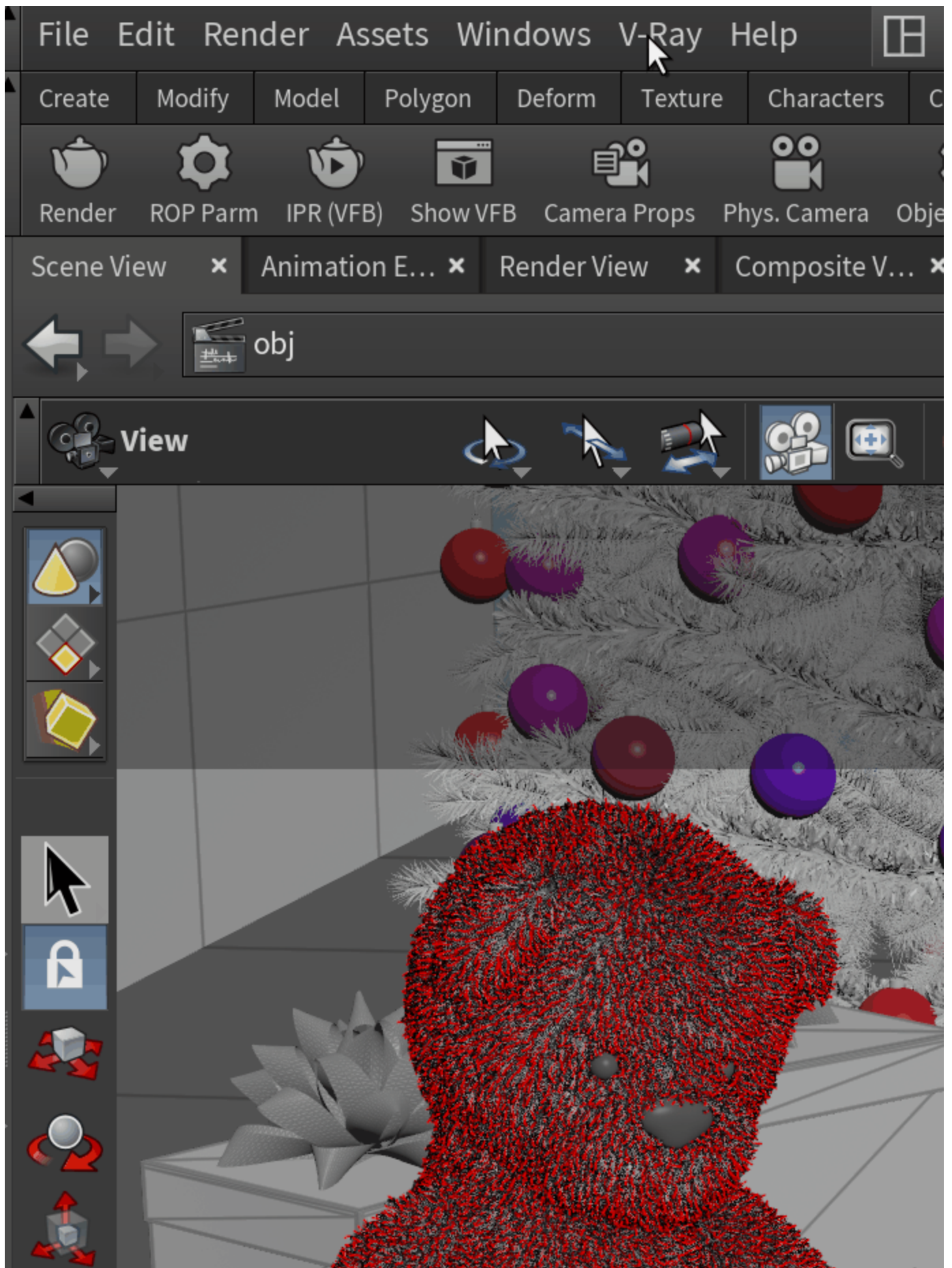
Start the IPR in one of the following ways:

- In the V-Ray Shelf, click the **IPR (VFB)** button. This initiates a render process in the VFB.
- Go to **V-Ray** menu > **Show VFB** and select a V-Ray ROP. Then, in the VFB, click the **Start interactive rendering** button.
- In the V-Ray Shelf, click the **Show VFB** button. Then in the VFB, click the **Start interactive rendering** button.

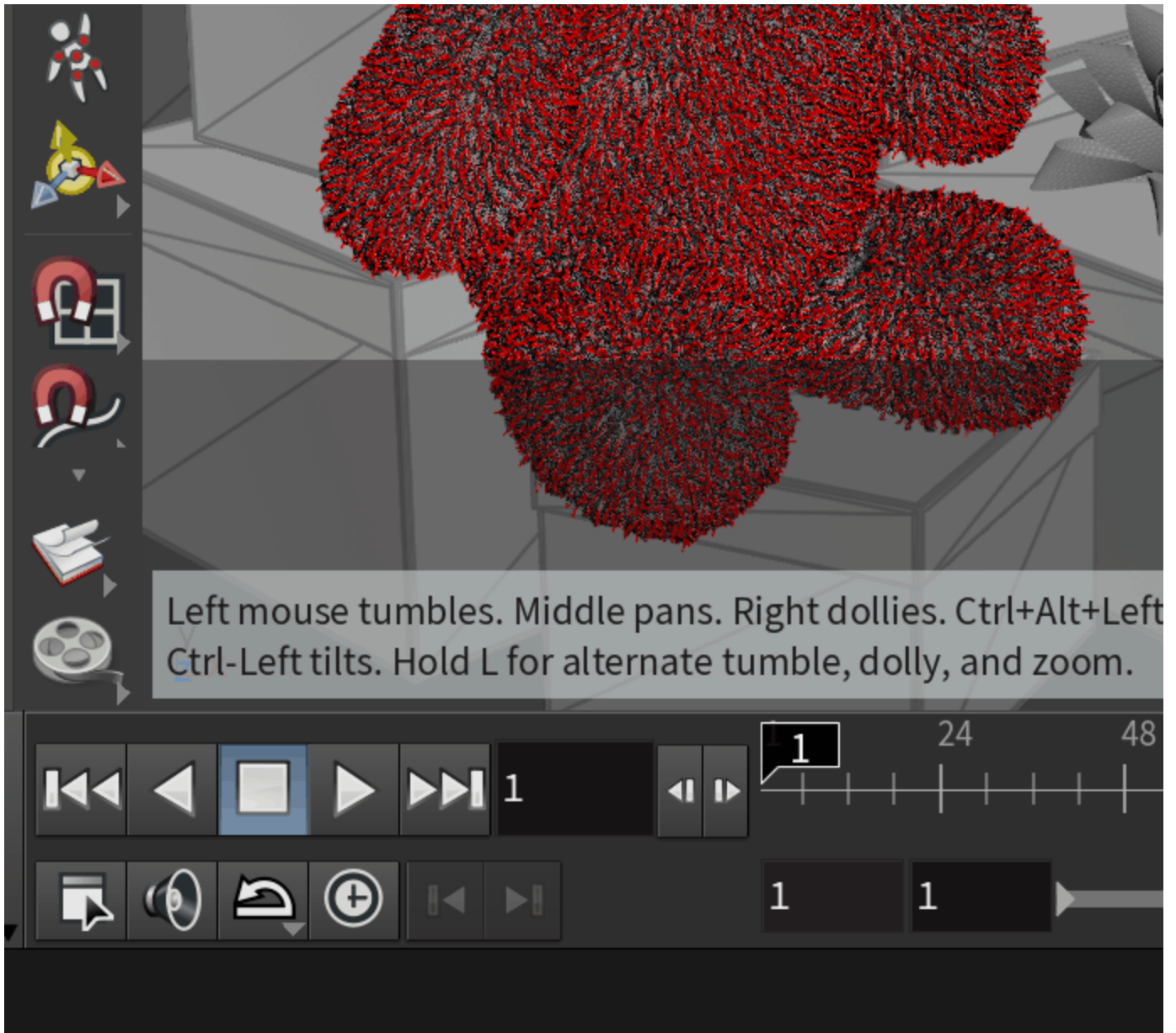
If vray/vray\_ipr nodes aren't created in the out Network, clicking the **IPR (VFB)** button on the V-Ray Shelf creates a vray node and starts interactive rendering in the VFB. If necessary, configure the render settings as explained above.

Clicking the **Render** button or the **Show VFB** button, also automatically creates a vray node if none has been previously created.









## Switching Camera Views

You can have multiple cameras in a scene. Each camera may be configured to use specific parameters and show the scene from a different angle (or just part of the scene). To select a camera, open the VFB and Shift+Left-click on the **Start interactive rendering** button.



/out/vray - V-Ray Frame Buffer - [89.1% of 1920 x 1080]

File

Render

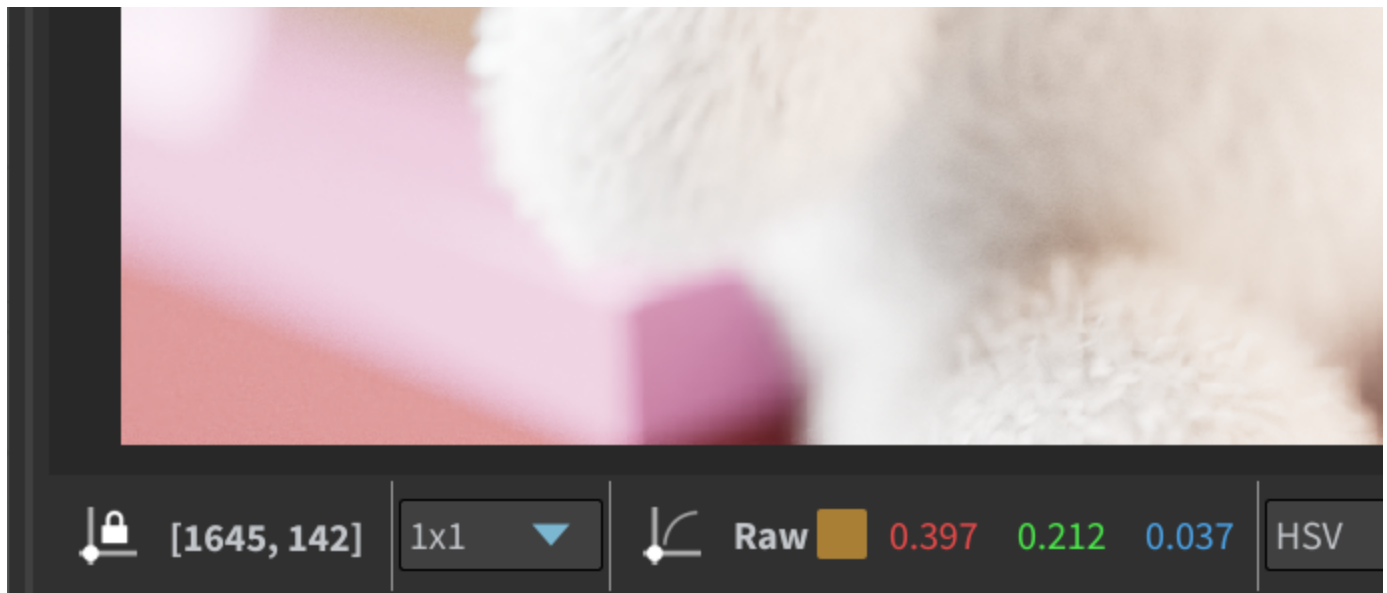
Image

View

Options

RGB color



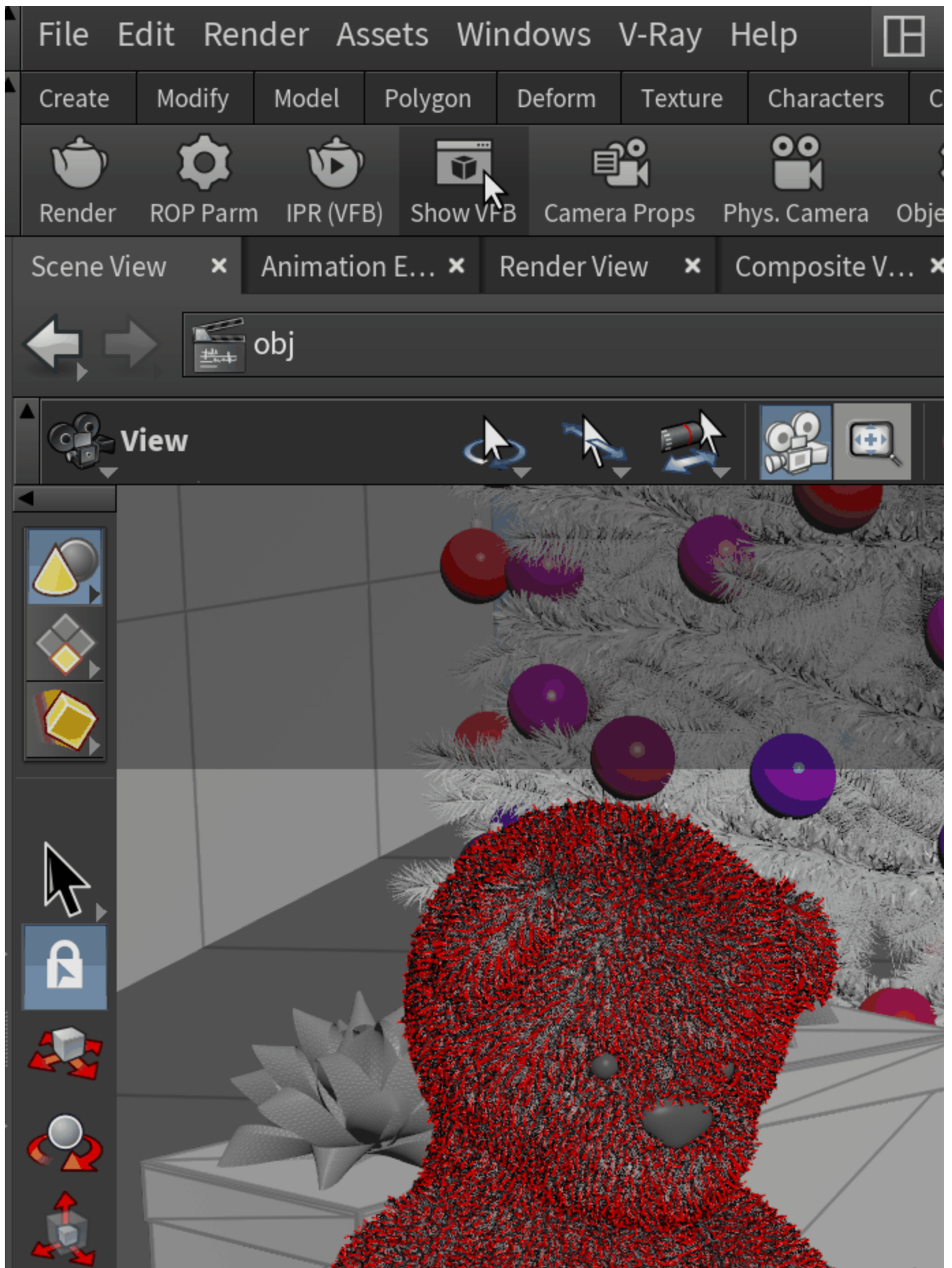


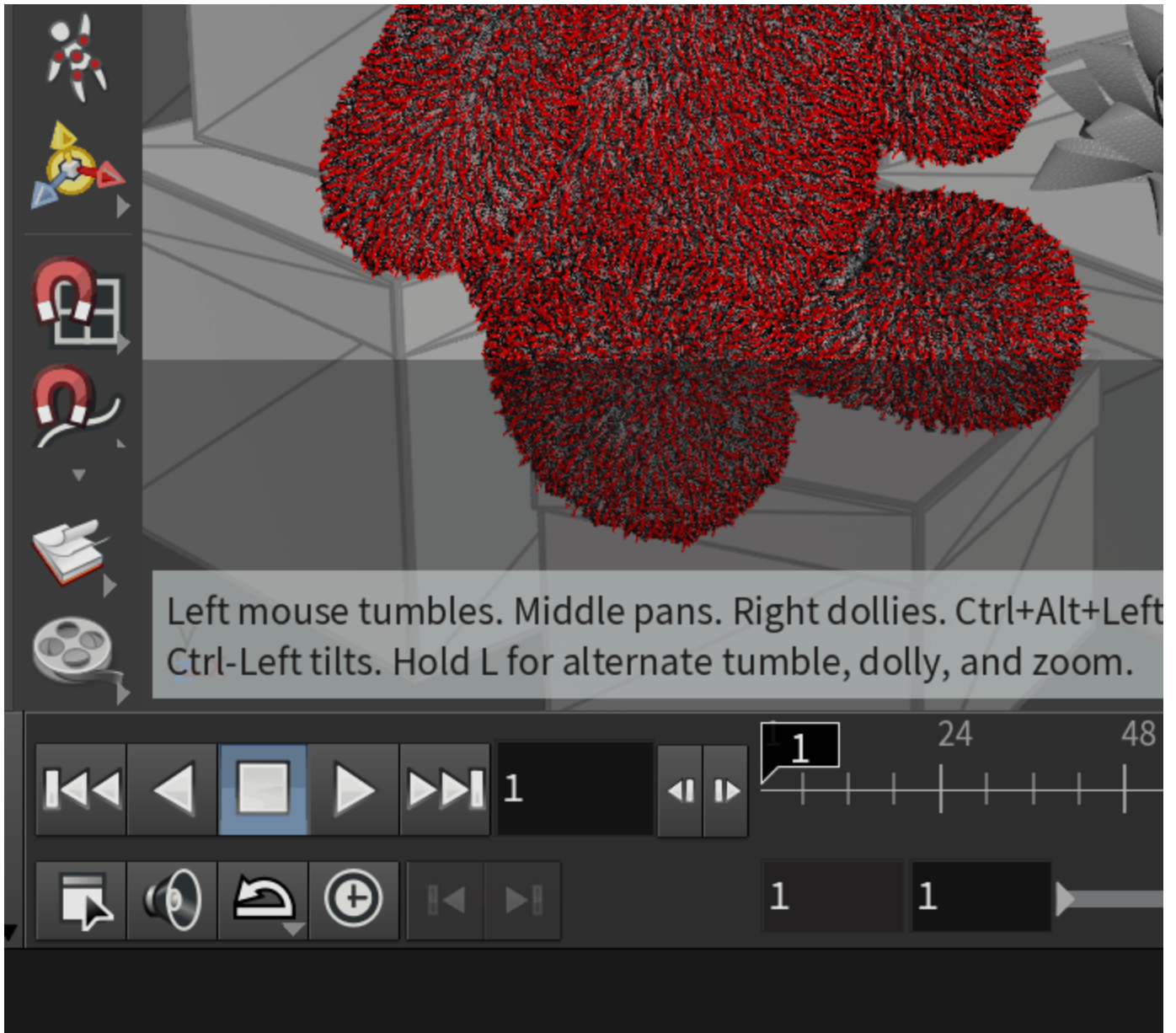
## Switching Render Settings

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You can have multiple IPR settings in a scene. To select different settings, Shift+Left-click on any of the **IPR (VFB)** or **ROP Parm** buttons in the V-Ray Shelf and select the settings you want.







## VFB Render Region

In addition, the IPR rendering refreshes whenever the Region Render area is redrawn.





/out/vray - V-Ray Frame Buffer - [56.9% of 1920 x 1080]

File

Render

Image

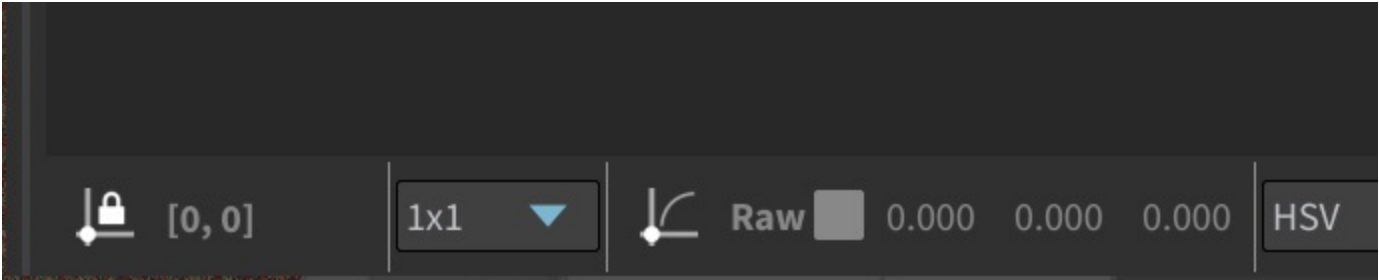
View

Options

RGB color







Original Region Render



/out/vray - V-Ray Frame Buffer - [56.9% of 1920 x 1080]

File

Render

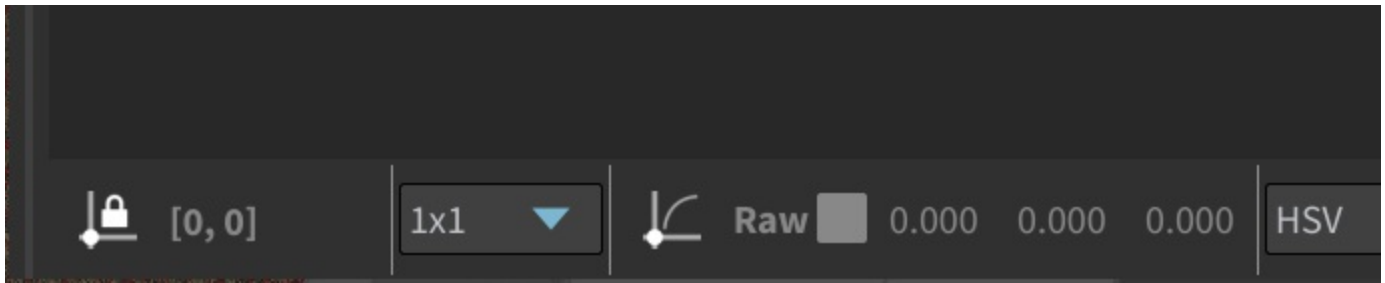
Image

View

Options

RGB color





IPR refreshes as the Region Render area is altered.

## IPR Workflow in the Viewport

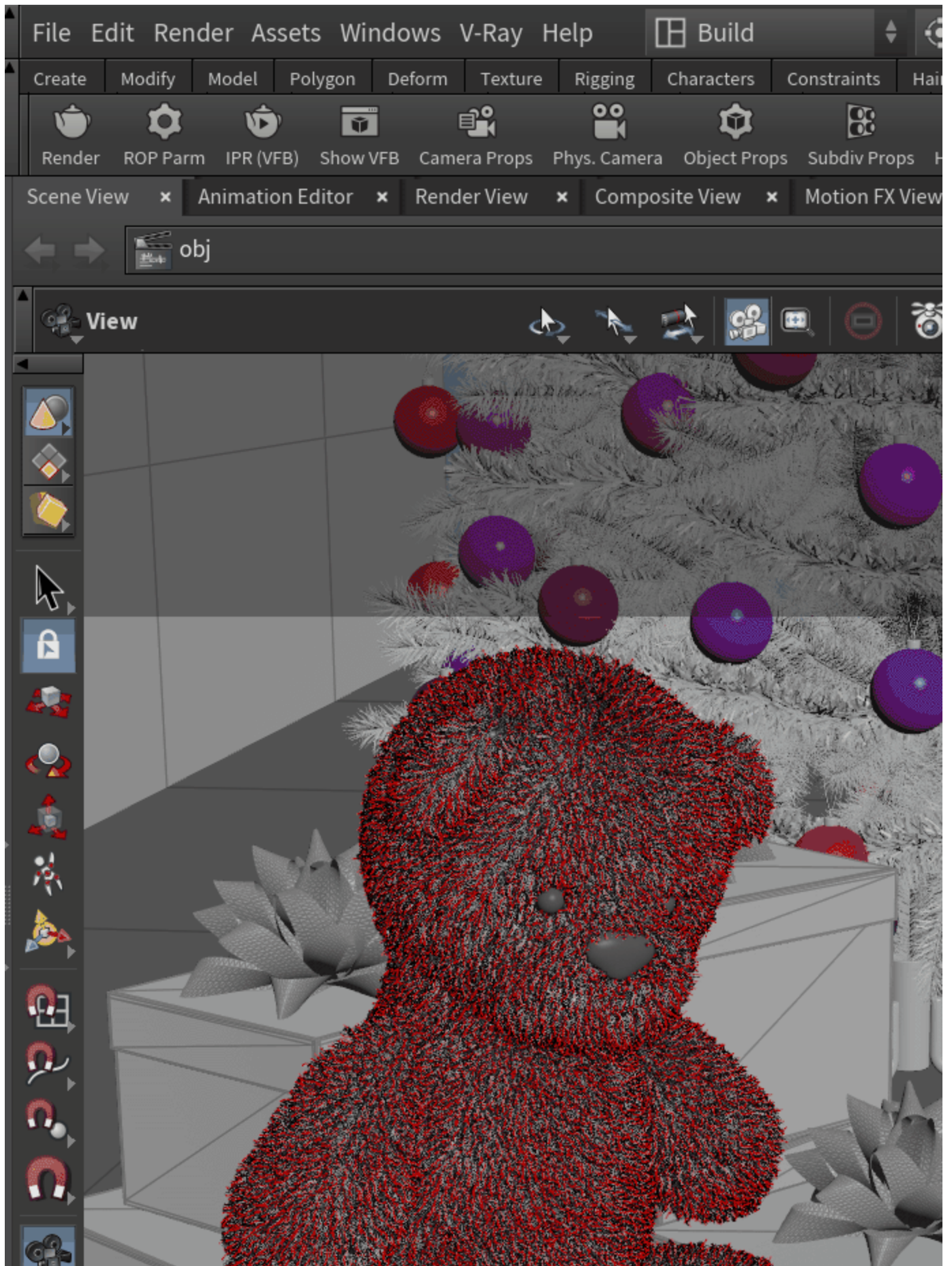
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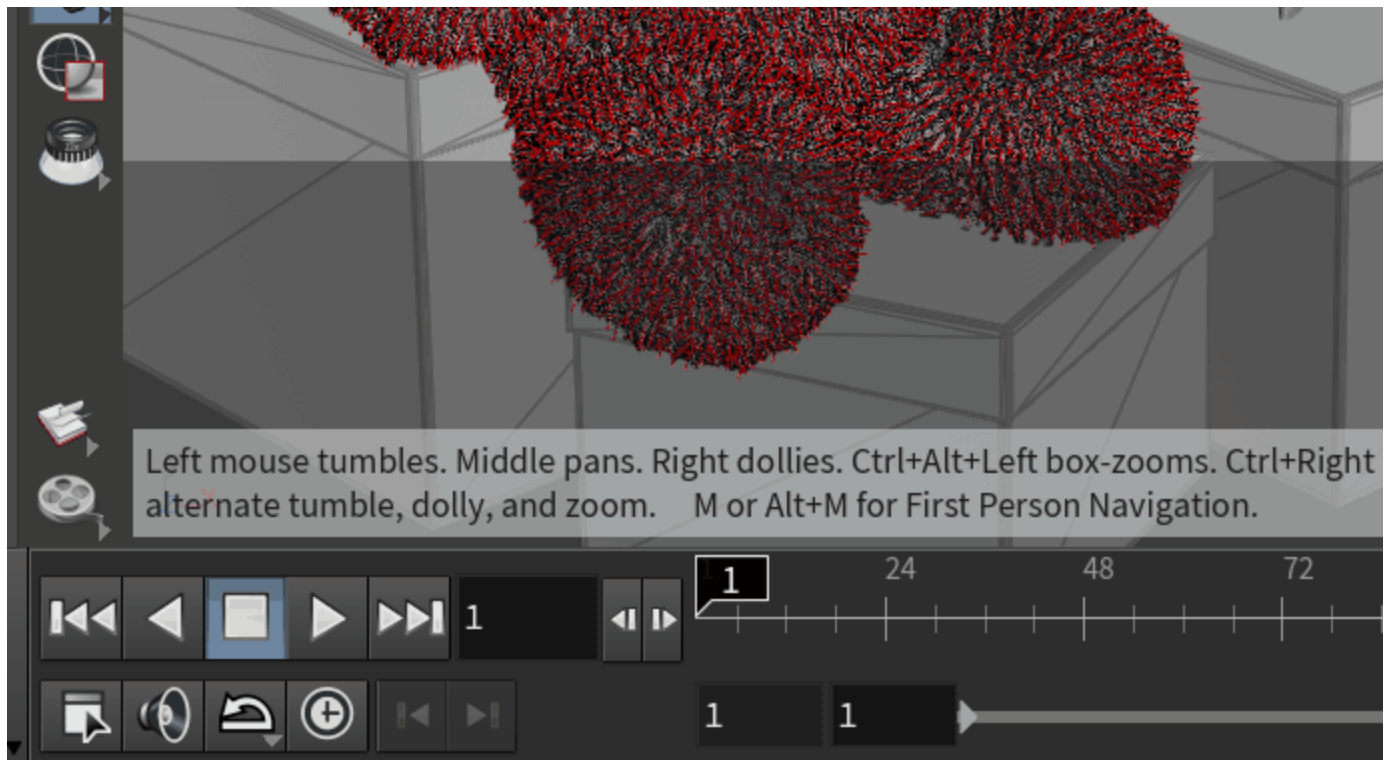
V-Ray for Houdini supports interactive rendering in Houdini's Render View. To benefit from this feature, go to **Render View** > **Render** button.

Note that the **Use V-Ray Frame Buffer** option must be disabled.

You can also use the **Render Region** option, if you go to **Scene View** (viewport).

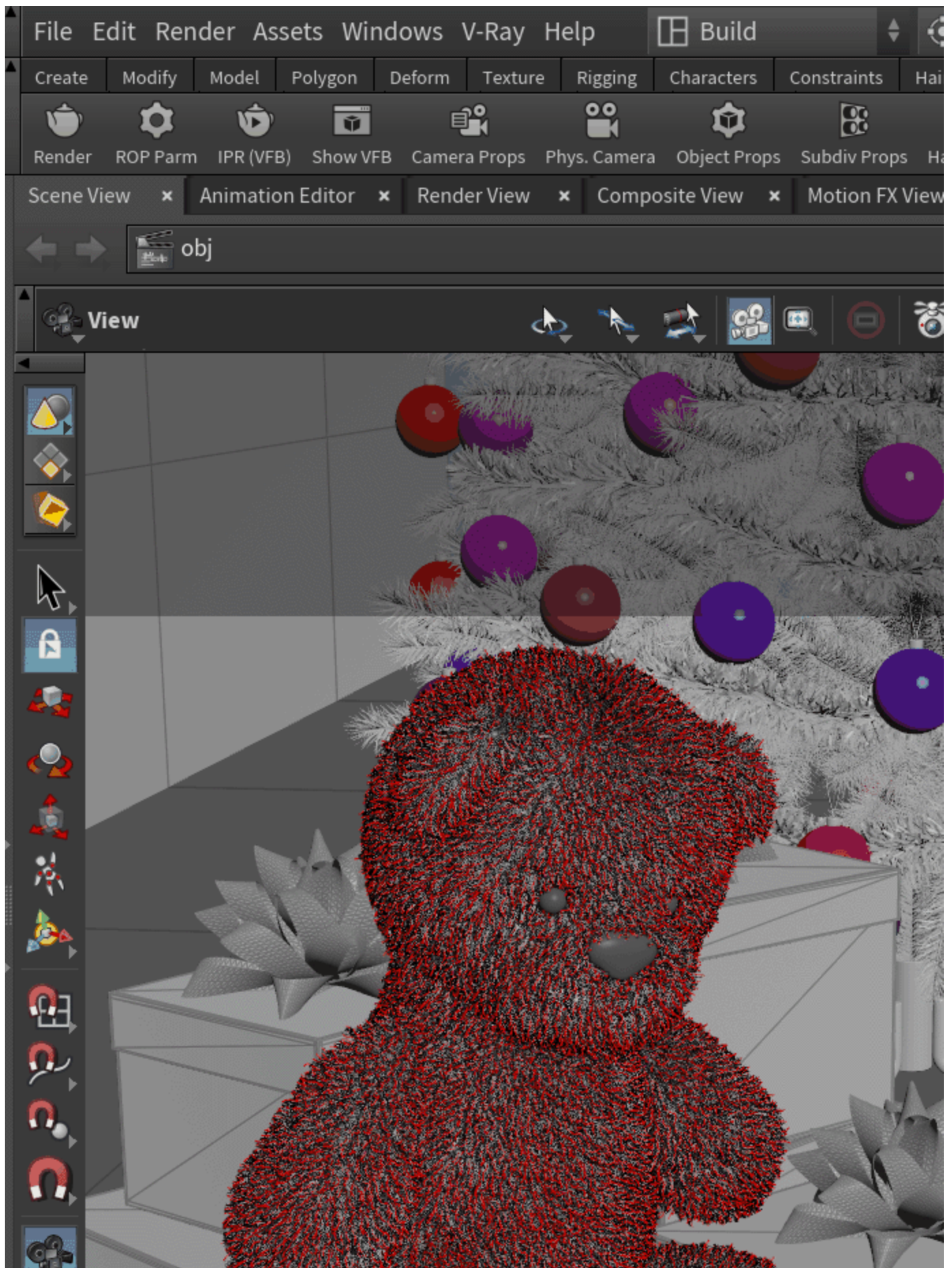




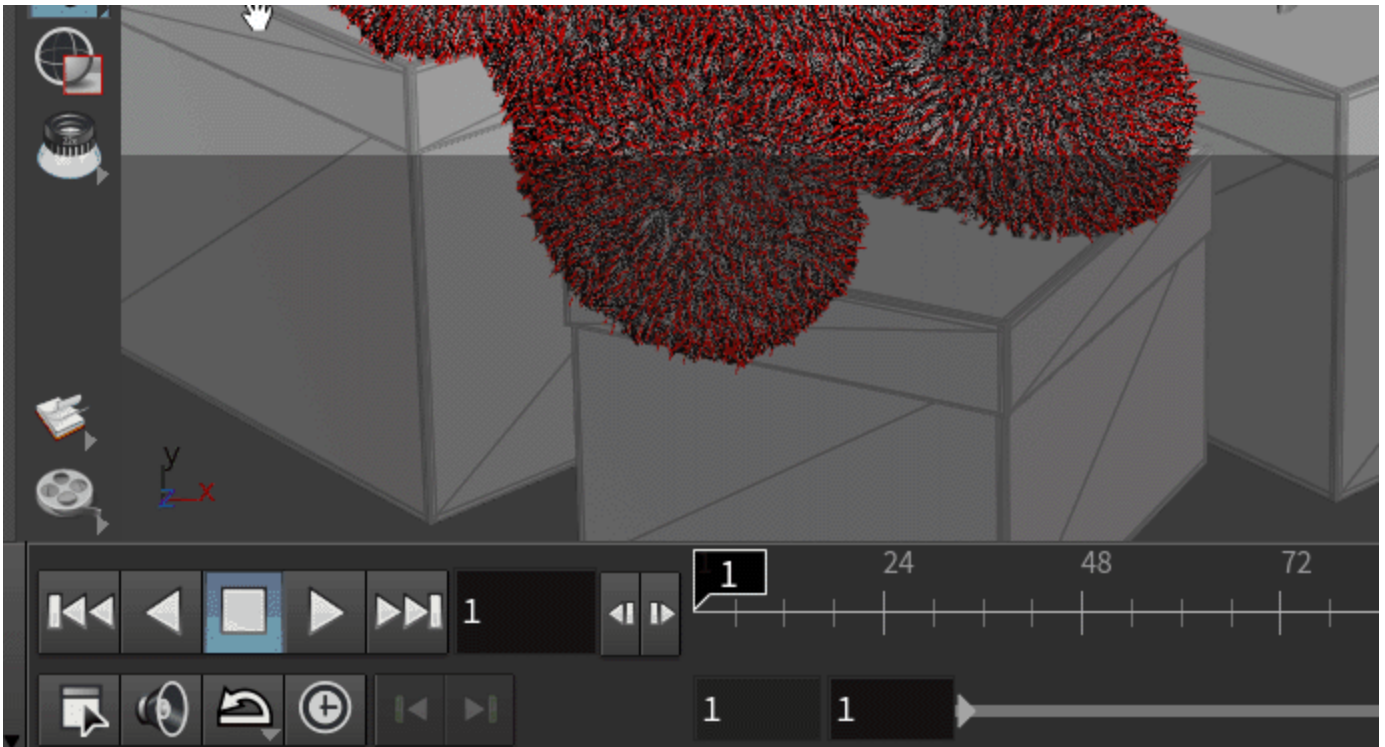


Interactive Rendering in Houdini's Render View









Interactive Rendering using Houdini's Render Region in the Scene View.