

Solaris

Solaris is Houdini's rendering toolset based on Pixar's [Universal Scene Description](#). Houdini to Arnold ships with the *Render Delegate* and the *Node Registry Plugin* from [Arnold USD](#) to allow using Arnold in Solaris.



Tutorials about working with Solaris and HtoA can be found [here](#).

More information is available in the links below:

- [Solaris FAQ](#)
- [Supported Features & Known Limitations](#)
- [Creating and Setting Attributes](#)
- [Material Library \(Stage\)](#)
- [Light](#)
- [Dome Light](#)
- [Render Geometry Settings](#)
- [Render Var](#)
- [Render Product](#)
- [Render Settings](#)