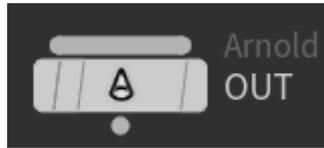
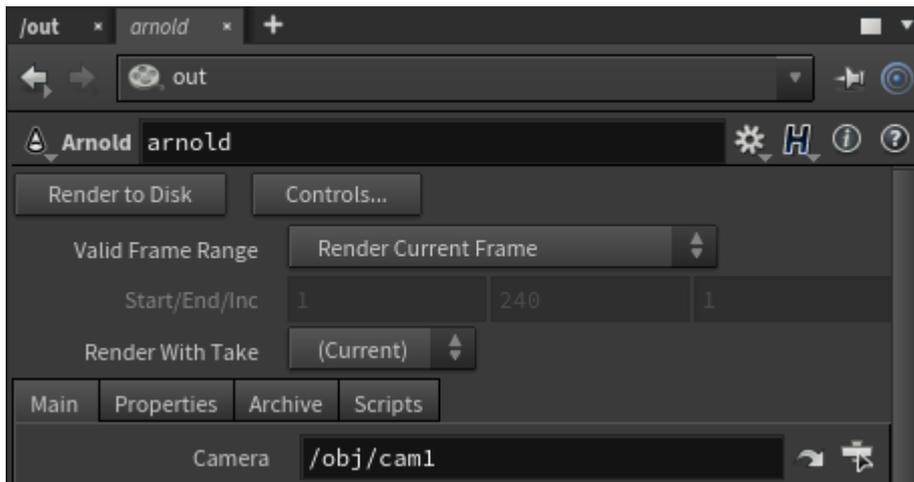


Render Output



This is the Arnold ROP. We have tried to make it similar to the other Houdini render nodes and to the Mantra ROP in particular. You will find most high-level options are identical.



Render to Disk

Begins the render with the last render control settings.

Render Control

Opens the render control dialog to allow adjustments of the render parameters before rendering.

Valid Frame Range

Controls whether this render node outputs the current frame or the image sequence specified in the **Start/End/Inc** parameters.

- **Render Frame Range** will allow outside frames to be rendered. This is used in conjunction with render dependencies. It also affects the behavior of the 'Override Frame Range' in the Render Control dialog.
- **Render Frame Range (strict)** will render frames START to END when it is rendered, but will not allow frames outside this range to be rendered at all.

Two possible cases where you'd want the strict behavior:

- A 60 frame walk cycle written out to a geo, but part of a larger ROP net to render out a larger frame range.
- A texture loop from 1-20.

Otherwise, you will usually set this to non-strict.

Render Current Frame	Renders a single frame, based on the value in the playbar or the frame that is requested by a connected output render node.
Render Frame Range	Renders a sequence of frames. If an output render node is connected, this range is generally ignored in favor of frames requested by the output render node.
Render Frame Range (Strict)	Renders a sequence of frames. If an output render node is connected, this range restricts its requested frames to this frame range.

Start/End/Inc

Specifies the range of frames to render (start frame, end frame, and increment). All values may be floating point values. The range is inclusive.

These parameters determine the values of the local variables for the output driver. For example, if the parameters are set to:

Start	End	Inc
10.5	12	0.5

There will be 4 frames rendered (10.5, 11, 11.5, and 12), so `$NRENDER` will have a value of 4. `$N` will have the value:

Frame	10.5	11	11.5	12
<code>\$N</code>	1	2	3	4

Render With Take

The output driver will switch to this take before rendering and then restore the current take when rendering is done.



Use `chs("take")` to use this value in other parameters. See the [chs](#) expression function for more information.

The tabs contain the following render options:

- [Main](#)
- [Properties.](#)
- [Archive](#)
- [Scripts](#)