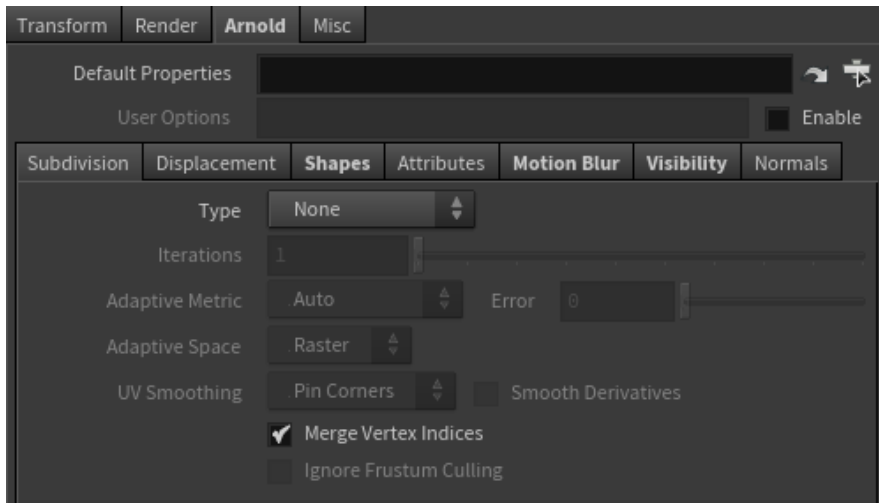



Geometry Properties



The properties added are regular Houdini spare parameters and any that are Arnold specific are prefixed with `ar_`.


They are added to the selected geometry and are arranged into the following groups:

- Subdivision
- Displacement (geometry)
- Shapes (geometry)
- Attributes
- Motion Blur (geometry)
- Visibility
- Normals

 HtoA automatically creates Arnold properties on newly created Geometry OBJs.

User Options

This is a general-purpose property, consisting of a string. This string field can be set to override any parameter of an Arnold core node. This allows you to, for example, access and set Arnold core parameters currently not exposed in the user interface. The property can be applied to poly-meshes, hair, and lights.

 This is a powerful option and should be used with some care. The string is passed to the Arnold node directly, and it is up to the user to fully understand the parameters being set.

You can query the list of parameters an Arnold core node has by using kick. For instance, you can get the attribute names of a polymesh node by using:

```
kick -info polymesh
```

 Always refer to the core **Arnold nodes** (see the bottom of page), and not to the parameter's name as exposed in the Arnold plugin.

If you want to set multiple Arnold parameters in a User Options string, you can use any whitespace (spaces, tabs, newlines e.g., `\n`) that you would use in an actual ASS file.

