

# Solaris FAQ

## Is Husk based on Hydra and is it executing it under the hood?

Husk renders a USD file using a Hydra client, such as Karma or Arnold. The Husk renderer is a stand-alone tool shipped with Houdini which can be used for batch rendering with any Hydra delegate.

## When we say the render delegate, does that refer to both the Hydra (viewport) and Husk?

Hydra is an open-source framework to transport live scene graph data to renderers. Hydra is used to transport the scene data to a batch render instead of the Solaris viewport with husk.

## Is the Arnold procedural based on Hydra?

The Arnold **USD** procedural is not based on Hydra at all. The procedural is completely separate and knows nothing about Hydra or render delegates. **Kick** can render a USD file directly, or an **ASS** file that uses the USD procedural.