

# Arnold for Houdini User Guide



This manual introduces HtoA, a plug-in for Houdini which allows you to use the Arnold renderer directly in Houdini. Before beginning, you should read the sections on [installation](#) and [licensing](#). There is also a short [introductory tutorial](#) taking new users through the steps necessary to get their first Arnold render using HtoA. Also, don't forget to look at the [Tutorials](#) section.

**i** Make sure to check the [release notes](#) for the latest Arnold 5 features. There is also an [FAQ](#) page that endeavors to answer any questions related to transitioning from Arnold 4. Ensure that you are using the [latest version](#) of the plugin.

**!** [Arnold Answers](#) is a reputation-based forum where Arnold users of all kinds can ask their colleagues and peers questions related to Arnold.

**✓** Use the / key to perform a quick search.

The Arnold for Houdini User Guide consists of the following sections:

- [Release Notes](#)
- [Getting Started](#)
- [Tutorials](#)
- [Getting Started with Arnold GPU](#)
- [Introduction to Arnold USD](#)
- [Render Output](#)
- [Properties](#)
- [Shapes](#)
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