

Supported Features & Known Limitations

Supported LOP Nodes

Primitives

- Mesh
- OpenVDB Volume including in-memory Volumes
- Points
 - Motion vector support
- UsdSkel including crowds
- BasisCurves
- Custom Arnold shapes via *Primitive*
- Render time procedurals via *ArnoldUsd*, *ArnoldUsd* and *ArnoldProcedural*

Primitives

- Custom Arnold properties
- Physical Camera properties

Material Library

- Arnold Materials
- USD Preview Shaders (UsdPreviewSurface, UsdUvTexture, and UsdPrimvarReader)

Light

- Distant
- Point/Sphere
 - Shaping Parameters (Spotlight, Focus, and IES)
- Disk
- Rect
- Cylinder
- Arnold specific parameters via the Arnold tab

Dome Light

- Arnold specific parameters via the Arnold tab

Light Linking

Render Var

- Raw
- LPE
- Primvar
- Filter setup via the Arnold tab

Render Product

- Deep Rendering

Render Settings

- Sampling
- Ray Depth
- Texture
- Device
- System
- Diagnostics

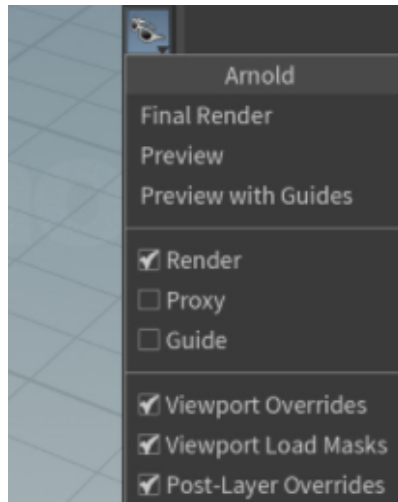
Render Geometry Settings

Point Instancer

- Motion blur

Purpose

Switching to the Arnold renderer will automatically switch the *purpose* to be *render*.



Known limitations

- Imagers, operators, environment shaders and camera shaders are not currently supported.
- Cryptomatte is not supported.
- Field3D and native Houdini volumes are not supported.
- USD Coordsys parameters are not supported.
- Can't open textures from usdz files.