

Command Line Rendering in Linux & Windows

1. Open Houdini
2. In the Houdini top bar, navigate to Windows → Shell
 - Alternatively, you can navigate to the installation directory in Command Line and type: `source houdini_setup`
 - This step is to make sure the proper environment variables are set up in order for the Husk commands to work
3. Enter folder path into command line. (Or Cd into \$HIP directory)
 - For ex, I would type: `Cd E:\SANIKA\VFX319_Succulent\`
 - This is the directory where your usd file should be written out to
 - Remember your USD file should be in the top level of your HIP directory
 - Cd stands for “change directory”
 - “Ls” to list directories in Linux, “dir” to list directories in Windows
4. Type: `husk [file name].usd`
 - For ex: `husk succulent_v1.usd`
 - The name of your USD is what you set in USD_ROP node
 - You can change additional settings with this line as well:
 - i. `husk -f [frame number] [file name].usd -o [name of output file] -r [resolution]`
 - ii. For ex: `husk -f 23 -o succulent_test1.png -r 320 180 succulent_v1.usd`
 - iii. This command will render frame (-f) 23 of the usd file, the output (-o) file will be named `succulent_test1.png` and the resolution (-r) of the output file will be 320x180
 - iv. This way you can change the parameters of you test output file without touching the settings of your real render USD
5. It will write out the image in the “Output Picture” path that was defined in your Karma Render Settings once the frame is finished rendering
 - The file type will be what you set in Karma Render Settings
 - Make sure to keep your render settings low so you can test fast
 - If you are able to render with husk in command line, your render should work on the farm with no issues
 - If you look in the logs for your renderfarm files, you will find the same husk command we just used- which is why this method works

<https://deborahfowler.com/HoudiniResources/Overview-CommandLineRenderingKarma.html>

<https://www.sidefx.com/docs/houdini/ref/utis/husk.html>