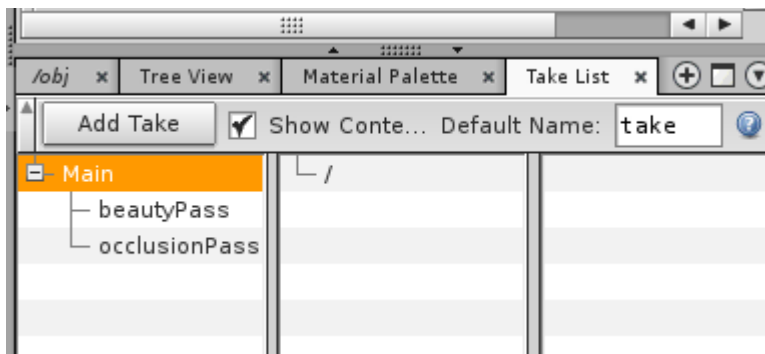


**Using takes in Houdini 11** is straightforward – just beware of AutoTakes turning on (off by default) and be aware of the take you have selected



Add the TakeList by hitting the + symbol and selecting **New Pane Type** and then **TakeList**. You will see Main and nothing else.

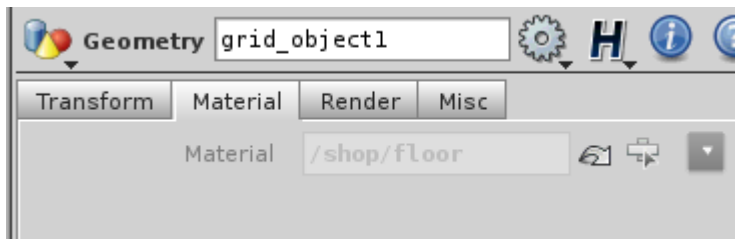
Next select Add Take – this will give you a take1 listed under Main. Change the name to something appropriate, in this case beautyPass.

Now if you hit Add Take it will create another take under beautyPass, which is not what you want so go back and select Main, then add the occlusionPass take.

If you accidentally add a take where you don't want it you can right mouse click and delete (as well as other options).

Now you are ready to set up your takes. When you have your Main take selected you will note that all your parameters are changeable in your nodes and these will effect everything. It is like a hierarchy. Go ahead and **select occlusionPass**.

Now go to your obj network view. You will note that your parameters are grayed out – if you want to “override” the value you right click on the parameter.



Right click and select **Include in Take**

Now you can change it to the occlusion shader (this is changing the parameter for this take only – and if you had takes below it, for those that inherit the hierarchy, but we only have one level).

Note that this now has the shader for this take defined. Go back to the Take List window and select the different takes to verify this. You have only changed the parameter in the case of the take you selected.

As you continue to work, you will want to be in Main.

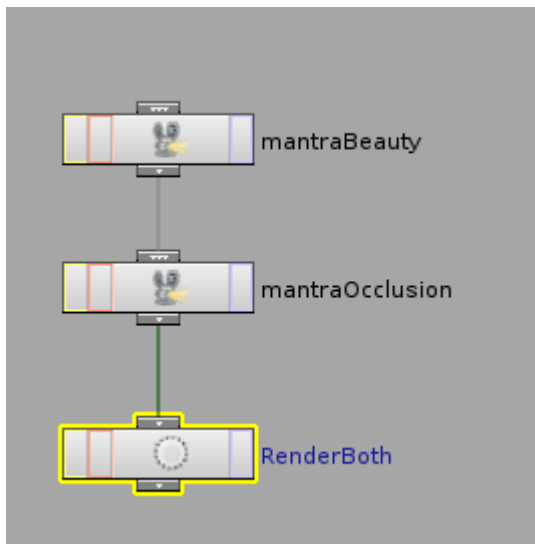
Now you can render each take. You can select Main or beauty and you will get the scene with the regular shaders, if you select occlusionPass, you will get the ambient occlusion pass. Next set up mantra nodes to do this for you.

**Make sure you have Main take selected.** Create two mantra nodes.

Name one mantraBeauty, and use the usual settings that you have already defined for your scene. Select Render with Take beautyPass (there is now a pull down menu for you to select your take)

Now go to your mantraOcclusion node, and set the Take to occlusionPass.

You can also join your mantra nodes and if you render the last, it will render all the previous ones that are wired into the node. In this example, I have added a null node labeled RenderBoth.



The sample file lives in the dropbox and it is labeled occlusionMyShader.hipnc