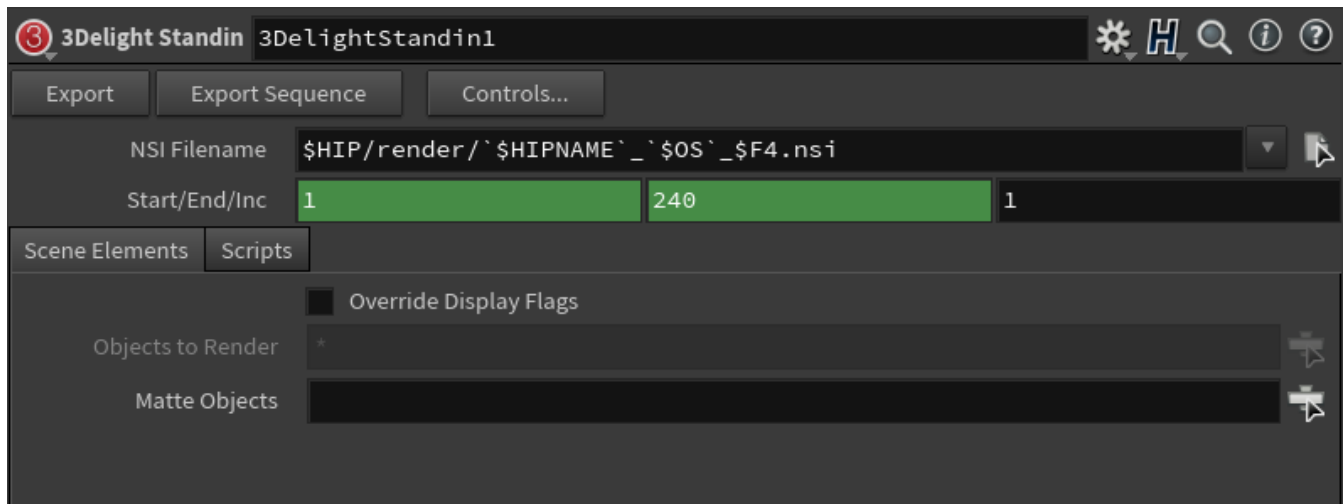# Stand-in ROP

3Delight Stand-in ROP is used to export your working scene geometry and the shaders attached to them on an NSI file.

You can export one file or a sequence of files using the buttons on the ROP ui. Also you can select the objects you want to export on the Objects to Render selector. These files can later be rendered by importing them to a Stand-in loader node (Maya, Katana and Cinema4D) or an instance node in Houdini. Light sources, camera attributes and other parameters are inherited from the scene where these files are being loaded.