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**Q: What are the 3 most common panes used in Houdini SideFX?**

**A:**

A pane is a generic window that you can configure to display several types of information.

The three most used panes in **Houdini SideFX** are

* **Viewers Pane**
* **Parameters Pane**
* **Network or Network Editor Pane**

The **Viewer pane** for all intents and purposes is where you control the viewport and can change how things mostly are displayed in a major way.

The **Parameters pane** generally shows you generally specific information about a pretty particular node, which actually is quite significant.

The **Network pane** shows you a node-based view of what actually your networks generally look like, or so they specifically thought.

