

Specialist Production Module

Renderman Ice Shader

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Software Development for Animation, Games and Effects

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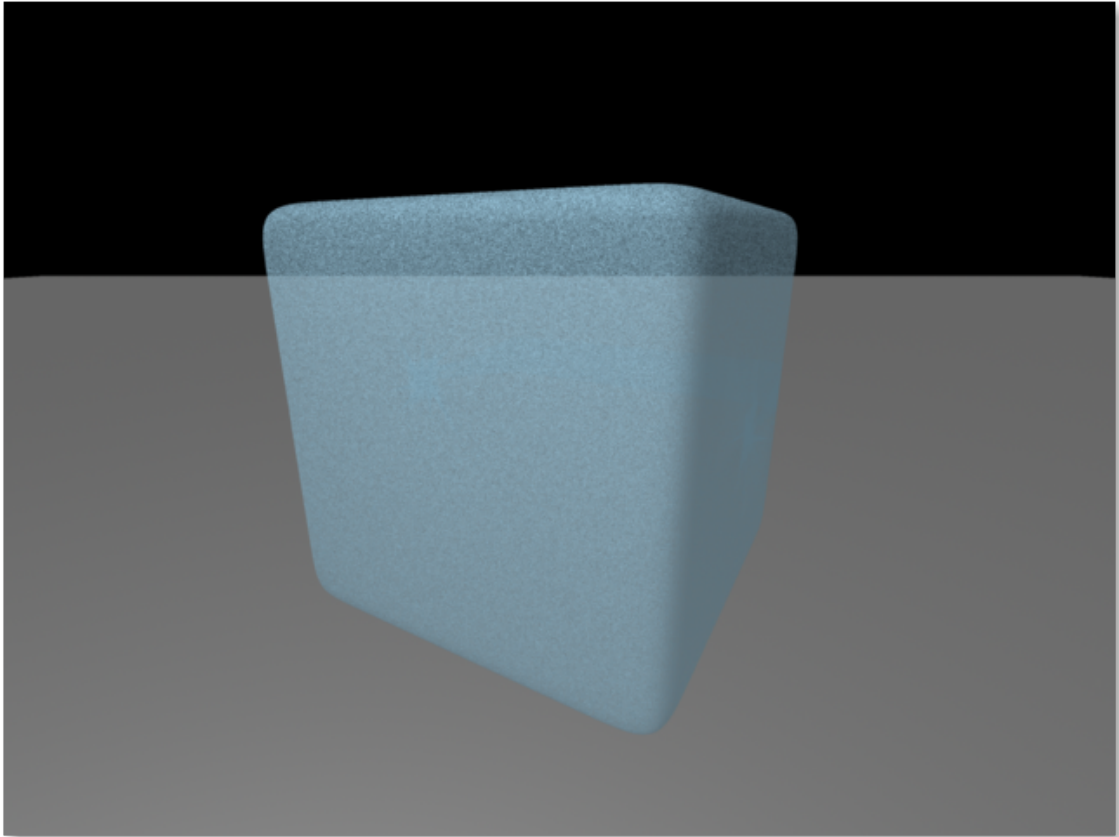
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Project Overview

In this project I aimed to develop a *physically based **Ice Cube Shader*** in *Renderman Shading Language*.

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Introduction



Todo

Initial Research

1.1 Primary - Experiments with real ice cube and light

1.2 Secondary - Relevant papers

1.3 Reading the documentation and tutorials

The Renderman documentation was invaluable for understanding the [10]

Production

2.1 Initial Tests

2.2 Results

2.3 Unforeseen Problems

Conclusion

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