

Week 7

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The structure of RenderMan is basically identical to the modern rendering pipeline, and if I want to conform the rules of Renderman, I would create a similar structure. Currently my ray tracer is straight forward and a little bit C-style, with hand coded shading models written in source code. To make it Renderman-like, the primary change would be setting up a standard file input format, which contains information of a “scene” with objects, transformations and material data in it. The rendering process should be packed and exposed necessary parameters(shading model, shading parameters, gamma, etc.) to users for fine tuning.

It would be also helpful to take some formats from the existing RIB files or FBX file, which is widely used nowadays.