

RenderMan for Blender

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Preface

What a time it is to be a 3D artist! The tools, simulators, rendering packages, modeling software, and hardware all give us what we need to make stunning images and animations. To add to that we have many free tools at our disposal and thus lowering the barrier to entry to new students and artists coming from other disciplines.

This book aims at crossing the bridge between The Blender Foundation's Blender¹ and Pixar's RenderMan² renderer (for the rest of the book let's refer to RenderMan as *PRMan*). Both are released for free and Blender has no restrictions on making money from anything you made with it. PRMan *does* require a commercial license if you plan on selling your work directly. For more information about monetization of your work visit Pixar's RenderMan web site for the legal details. But for making images for fun, to build a portfolio, or for research it is a great piece of software to use as you get the full package (minus Tractor)

This, however, is introduction to neither Blender or PRMan. Rather, this book explores the common grounds between the two software packages and gives you the logical “glue” to connect the two.

¹<http://www.blender.org>

²<http://renderman.pixar.com>

Chapter 1

Getting Started

1.1 Installing Everything

First things first...we need to get everything together! Blender is easy enough to install. Head to <http://www.blender.org> with your favorite browser and download the appropriate version for your OS from the download section. Blender doesn't care where you install it. Just extract the archive and put it somewhere appropriate. Alternatively, if you are running Linux you can use your distribution's package manager to install it. After installing Blender it is time to install PRMan. To download PRMan you need to have a forum account at <http://renderman.pixar.com>.

Fix flow of figure 1.1

1.2 The Addon

Insert step-by-step for downloading PRMan

Discuss Addon Installation

1.3 Quick Renders

Quick scene with default cube

1.4 Moving On

Foreshadowing the rest of the book

RenderMan for Blender



Figure 1.1: <http://www.blender.org/download>

Chapter 2

Apples and Oranges

2.1 The Juicy Details

Now that we are going we can do something other than simple primitives.

2.2 Material Nodes

2.3 Down and Dirty with OSL

2.4 Microdisplacement Mayhem

2.5 At first it's fruit. Then... *the World!*

Chapter 3

Render Me Excited

3.1 Integrators

3.2 Denoising

3.3 Optimizations

Chapter 4

Let Your Images Speak Volumes

4.1 Getting Some Atmosphere

4.2 When Smoke Gets in Your Eyes

4.3 Caveat Render

Chapter 5

Thinking Outside the Window

5.1 Using LocalQueue to render outside of Blender

5.2 Using 'it'

5.3 Animations

5.4 AOVs and LPEs PDQ!

Chapter 6

(Chapter 6)

