

RenderMan Fundamentals

Format	Full Time (Mon - Fri, 10am - 5pm)
Duration	1 week
Software	Maya, RenderMan Studio, RenderMan Pro Server
Prerequisite	Working knowledge of Maya
Price	£1,000



Day One

History
RenderMan Plug-in Location, Alfred, It
Render Current Frame Options
Folder Structure
Shading Rate Reyes
Primitive Types
Displacement
Motion Blur
DOF
CSG

Day Two

Shadows
Fur
Curve Rendering
Particles
Caustics
Adaptors

Day Three

Raytracing
Fake Reflections
Environment Light Raytraced
Environment Light Point Based (Brickmaps, Pointclouds)
SSS
Secondary Outputs / Viewing Zdepth

Day Four

Slim Basic - World
Slim Procedural - Lava
Slim - Car Paint
AOV Slim
Prim Var Slim/Hypershade

Day Five

RIB Archiving
Level of Detail
Brickmap LOD
Basic SL Shader

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