

·Shader Selection

This is done on one of the six pop up menus in this box. When the program starts up it searches in /NextLibrary/Shaders, ~/Library/Shaders, and /LocalLibrary/Shaders. To examine and modify the intrinsic values of the shader, press the "Inspect^{1/4}" button to the right of the appropriate pop up menu. Any shaders it finds in those directories it places in the appropriate pop up menu. For information on programming your own shaders, see The Renderman Companion, by Steve Upstill and also `shader(1)` in the UNIX man pages. Note: The shaders selected in these fields are only used when Photorealistically rendering the scene, during rotation the object has NULL values in all of it's shaders.