

Larry Gritz's Blue Moon Renderer

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Larry Gritz's Blue Moon Renderer is a shareware renderer that you can use with 3DReality to produce some very cool images. ;README;;↵

To date, he is the only producer of a RenderMan Interface Renderer other than Pixar. And for a very reasonable price, you can license his software and use it with 3DReality! Support the entrepreneur... ;License;;↵

Installation Instructions.

1. Copy bmr2.3.3a-nextstep.tar.Z to your hard drive.
There may be a later version at
ftp.gwu.edu: ;ftp.gwu.edu.README;;↵
2. Using WorkSpace, decompress and untar it.
3. Install it according to Larry's instructions: ;README;;↵
4. Install 3DReality and license it:
;../../../../Stone_Packages/3D_Reality/README.rtf;;↵
5. Launch 3DReality, and in Preferences->Render Options:

paste.tiff ↵

a. Click on "Quick Render locally"

b. Click on "Expert..." button

931166_paste.tiff ↵

c. Fill in the "Renderer" field the path to the rendrib executable (We keep shared stuff like this in /LocalDeveloper/bin)

d. After reading the BMRT docs, you might want to add some arguments like "-v" or "-stats"

6. Now, when you "Insty-Render", you'll be using Larry's renderer to generate the picture, not prman.

Notes:

a. Rendrib is not a network renderer (yet), therefore you must choose the "Quick Render locally" option, and drag-select the portion of your drawing to render.

b. Bring the Console up in 3DReality to see any error messages and the progress of your rendering:

Tools->Console

c. BMRT uses ".so" files instead of ".slo" - the Pixar shading language object files. Be sure to set the variables to the location of Larry's ".so" files in your ".rendribrc" file in your home directory according to his instructions. Included in BMRT is 'slc' - the shading language compiler which can create .so files out of .sl source files. We recommend that

you create .so versions of all your .sl files so that you can use either renderer seamlessly.

d. If all this sounds like Greek To You, run out and buy "*The RenderMan Companion*" by Steve Upstill, Addison-Wesley Publishing, 1990, ISBN: 0-201-50868-0.

You have to have this book to fully comprehend 3DReality and BMRT.