

Musgrave Shaders



Musgrave Shaders were written in the C language by F. Kenton Musgrave. The translation to RenderMan Shading Language was by Larry Gritz.

Contents:

Shaders: this directory contains compiled versions of the shaders for both Pixar's PhotoRealistic RenderMan (the .s/o files) and Larry Gritz's Blue Moon Renderer (the .so files). To use, copy the contents of this directory to /LocalLibrary/Shaders. You'll be able to access the shaders from 3DReality.

Source: for the hackers among you, you can tweak the source to your heart's content, and recompile using Larry's "slc" to create .so files, and Pixar's "shader" to create .s/o files.



Navigate:

;../Blue_Moon_Renderer/About_Blue_Moon.rtf;;↵ Larry Gritz's
Blue Moon Renderer
;../../README.rtf;;↵ Top Level