

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.



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