

I am happy to announce the availability of the Blue Moon Rendering Tools (BMRT), a collection of rendering programs which adhere to the RenderMan(R) interface standard. RenderMan is a registered trademark of Pixar.

The toolkit consists of a full implementation of the RenderMan standard which supports ray tracing, radiosity, area light sources, texture and environment mapping, programmable shading in the RenderMan Shading Language, motion blur, automatic ray cast shadows, and other advanced features. The toolkit also contains quick RIB previewers (using GL or X11) to allow "pencil tests" of scenes and animations.

The BMRT is being distributed as shareware. Feel free to grab a copy for evaluation. If you like it and continue to use it, a "donation" is requested. In exchange, this makes you a registered user, which means that you will be informed of bugs and updates, get some support, etc. It's all outlined in the License file that comes with the distribution.

The toolkit is distributed as binaries for the following platforms: SGI running IRIX 4.05 or later, HP 9000 8xx/7xx running HP-UX, Sun SPARC, NeXTSTEP (HP, Motorola, and Intel). Other platforms may be supported if requested. Source code is not distributed, so please don't even bother asking for it. The toolkit comes with full documentation, several example scenes which illustrate the various nonstandard features, and several example shaders.

The BMRT is available via the WWW:

<http://www.seas.gwu.edu/student/gritz/bmrt.html>

For more details, feel free to contact me:

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