MacroModel Shader Preset Installation Guide

1. All MacroModel/RenderMan presets, in order to be read from the Materials Browser Box and attached to objects, must reside in the "Scripts" folder. The preset files "xxx.pst" and "xxx.128" must BOTH be placed in the scripts folder to access and see a preview of the associated RenderMan shader. The more shader presets placed loose in the Scripts folder, the more RAM you will need to run the application. Place only the shaders you plan to use for a model in the Scripts folder and the rest in their original folders for storage.

2. The presets found in the "Presets" directory are associated with shaders that ship with RenderMan.

For more information regarding MacroModel presets please refer to the MacroModel documentation