

## RenderMan for Artists & Designers

Thanks to

The Savannah College of Art and Design

Pixar for providing licences of RenderMan Artist Tools

Digital Video Technologies for providing licences of Maya

| morning schedule - Rib & RSL |                                                                                                                                                                                                                                                                                                                                                                       |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 8.30                         | Brief overview of the workshop.                                                                                                                                                                                                                                                                                                                                       |
| 8.40 - 10.15                 | RenderMan Rib File Format <ul style="list-style-type: none"><li>Options, camera/world blocks - "declaration" of shaders</li><li>texture and displacement mapping I &amp; II</li><li><u>archived</u> geometry</li><li><u>depth map</u> &amp; <u>raytraced shadows</u></li><li><u>procedural</u> geometry - <u>helper apps</u></li><li><u>level of detail</u></li></ul> |
| 10.15 - 10.30                | break                                                                                                                                                                                                                                                                                                                                                                 |
| 10.30 - 12.15                | RenderMan Shading Language (RSL) <ul style="list-style-type: none"><li>language overview - surface shading</li><li>orientation - <u>inside/outside</u></li><li>color - <u>black &amp; white</u></li><li>raytracing<ul style="list-style-type: none"><li><u>occlusion</u></li><li><u>vampire</u></li></ul></li></ul>                                                   |

| afternoon schedule - RenderMan & Maya |                                                                                                                                                                                                                                                                                                                                                         |
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| 1.45 - 3.30                           | mtor & slim <ul style="list-style-type: none"><li>RenderMan globals</li><li>slim - importing &amp; assigning shaders</li><li>slim - creating <u>custom templates</u></li></ul> Animating shader parameters <ul style="list-style-type: none"><li>using TCL <u>expressions</u></li><li>via Maya attributes</li><li>via mtor coordinate systems</li></ul> |
| 3.30 - 3.45                           | break                                                                                                                                                                                                                                                                                                                                                   |
| 3.45 - 5.15                           | slim++ <ul style="list-style-type: none"><li>slim - shading networks</li><li>RIBBox (example: <u>level of detail</u>)</li><li>TCLBox + RIBBox (example: <u>random rib substitution</u>)</li></ul>                                                                                                                                                       |
| 5.15 - 5.30                           | Course evaluation                                                                                                                                                                                                                                                                                                                                       |