
Renderman Pro Server 17 Crack [EXCLUSIVE]

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i first used renderman pro server 17 to export the 3ds scene to gltf. i used gltf because it has better scene description than gltf 2.0, which has the same scene description as gltf 2.1. the scene i exported was composed of a few big, empty rooms with a few simple meshes inside each room. each mesh had a simple material that i created in the world itself, and i used the default shader in renderman pro server 17. this allowed me to test the shader very easily in the renderer without having to edit the world data at all. next i rendered the scene with renderman pro 17, which is a massive improvement over 17.0. while the scene itself was rendered in about an hour, i only spent about 15 minutes creating the shaders. i used a handful of settings with renderman pro to get a good balance of performance and artistic quality. most importantly, i used 16x gi (geometry index) for the final scene. the first problem to tackle in this project was just getting minecraft world data into a usable format. pixar provides a free, non-commercial version of renderman for maya, and im very familiar with maya, so my entire workflow for this project was based around good ol maya. maya doesnt know how to read minecraft data though in fact, minecrafts chunked data format is a fascinating rabbit hole to read about in its own right. i briefly entertained the idea of writing my own minecraft to maya importer, but then i found a number of minecraft to obj exporters that other folks have already written. i first tried jmc2obj, but the section of the minecraft world that i wanted to export was so large that jmc2obj kept running out of memory and crashing. instead, i found that eric haines s mineways exporter was able to handle the data load well (incidentally, eric haines is also a cornell program of computer graphics alum; i inherited a pile of his acm transactions on graphics hardcopies while at cornell). the chunk of the world i wanted to export was pretty large; in the mineways screenshot below, the area outlined in red is the part of the world that i wanted:

as i mentioned, at the time of this project i hadnt played on my own minecraft server with ris, so i had no idea what the final render would look like. i was also pretty sure that my server would have some glitches in it, so i sent the server to pixar for a round of post-processing. pixar does the best job at optimizing the minecraft rendering in renderman i know of, so i knew that the final render would be much better than it was. here is the final output: while the image above is a good example of the quality of the final rendering, it would be a lie to say that it was actually the final output. this is because we didnt have many other scenes at the time, and the default lighting in renderman just didnt look good. rather than lighting the model from scratch, i simply set up a scene with two spheres on a white plane, and then used the prism shader to just blast the models with illumination from a light source. this was great, because it allowed me to see if the spheres were really being lit up, or if the shading just looked like it was being lit up (it was). the final render was also accidentally rendered twice (for the transparency and ambient occlusion), so i had to remove one of the final images. this was a rather annoying bug, but a lot of folks have reported it, so theres a chance that the bug was fixed in the latest version of ris. the next thing on the list of problems to solve was getting more scenes to the project. at the time of this project, renderman had an issue with handling hundreds of scenes. in fact, this was the primary reason for the creation of the ris project in the first place. from a programmer perspective, this is an extremely annoying and annoying problem because theres no way to test riss rendering capabilities with a small number of scenes. you can only test ris with thousands of scenes (at least for now). for me personally, this was a frustrating problem to have to work around. at the time, the most well-known workaround for the problem was to duplicate the entire world as many times as you needed, which isnt really ideal for a production workflow. fortunately, there is a fairly simple fix to this issue, and that is to export the scene (or multiple scenes) as a vrml file. this file can be imported into a vrml exporter like mineways (or vrmltools or prman2vrml), which will then convert the scenes into a number of scenes in renderman. the vrml exporter is called mineways, so thats where this project was named. 5ec8ef588b

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