

Installation and Licensing

System Requirements

All: CPU capable of running the full SSE4 instruction set.

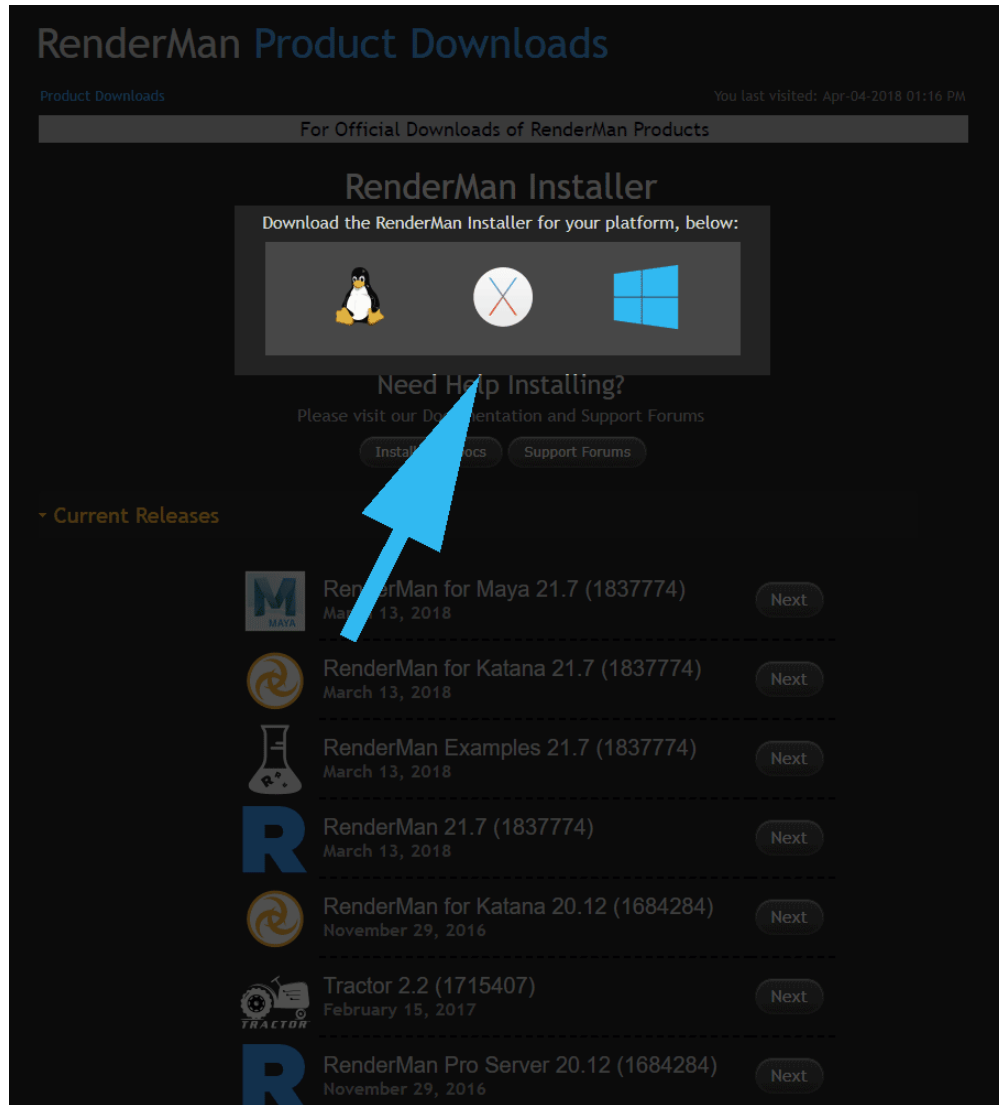
Linux: Compatible with gcc 4.4.5 and glibc 2.12 or higher

Windows: Compatible with Windows 10, 8, and 7

macOS: Compatible with 10.11, 10.10 & 10.9

Maya: Compatible with 2018 (minimum version is 21.6), 2017 (minimum version is 21.1), 2016.5, 2016 & 2015

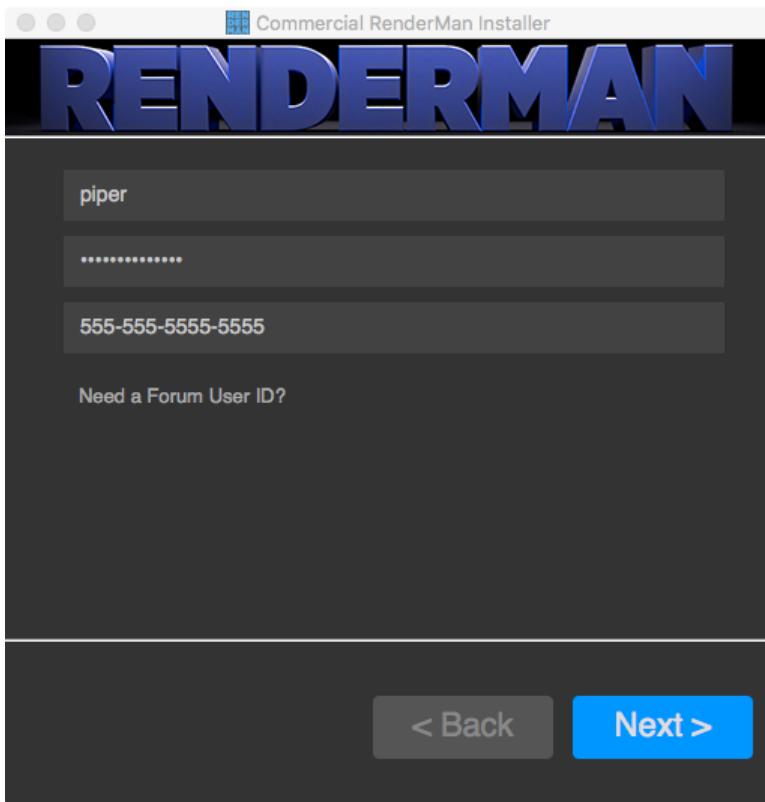
Katana: Compatible with 2.0 through 2.6 (initial support on Windows began with 2.5)



The Download Menu. Choose the main installer highlighted here at the top. Versions below are useful for sys admins creating deployments.

Installing RenderMan With a Floating License

Pixar's RenderMan is now best installed with our integrated installer. Using your forum login and password and the serial number from your purchase, you can use the installer to automatically download the license and install both the license server software and the applications, plugins, and examples.



Only one machine on your network needs to have the Pixar License Server installed, and that machine can be the same machine you install the applications and plugins on. However the machine that runs the license server does not need to have the RenderMan application itself installed. It is recommended that you **first** run the installer on the machine you want to designate as your license server, before running the installer on other workstations.

For further details, visit each section for the operating system you're installing on:

[Linux](#)

[Windows](#)

[macOS](#)

Installing RenderMan With Node-Locked Licenses

Pixar's RenderMan is delivered as a single installer. The steps to install a Node-locked licenses are the same as the floating-license however there will be no need to install or run the floating license server.

Using your forum login you can use the installer to automatically download the license and install your node-locked licensed copies of the RenderMan Software.

Installing a stand alone License Server

Installing for Large Sites

RenderMan installation is automated and installs to your system drive by default. Other system variables are automatically set to allow:

- Plugin discovery by your DCC Application such as Autodesk Maya
- Command line rendering using the RenderMan executable

If you choose a non-standard installation location you may be required to customize these environment variables yourself to complete the installation.



While it may be possible to install and use RenderMan on a different operating system or even a different version of the supported operating systems, *it is not recommended*. It may be unstable and a general headache, therefore it is not supported for the sanity of everyone involved.