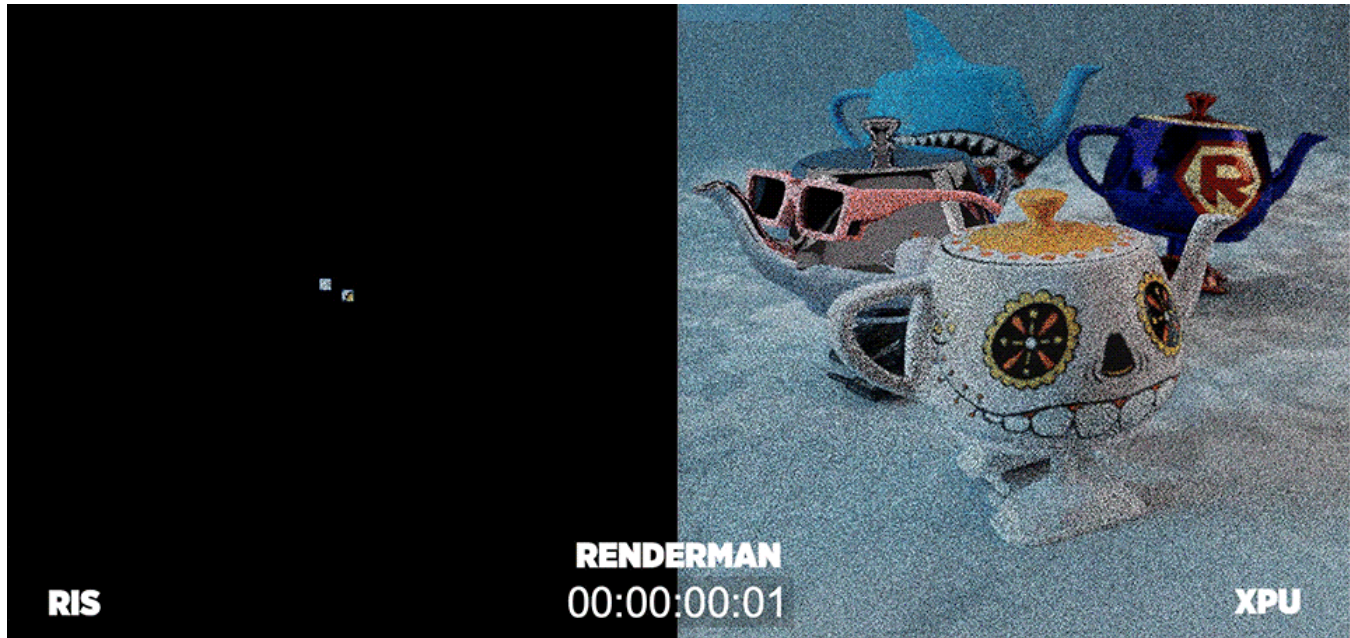


XPU



Welcome to RenderMan XPU™

Licensing

RenderMan XPU is only available to commercial customers of RenderMan.

Pixar's new hybrid CPU + GPU rendering technology makes its first debut outside the studio in this phase one release within RenderMan 24.

This next-gen rendering engine is being adopted internally at Pixar for look development work and will now be available to commercial RenderMan customers with the focus on asset look dev and shader authoring.

Because the first release has been tailored to support interactive look development, you will see that there are many features still to be implemented that are required for complex shot production.

The RenderMan team is excited to begin sharing the ongoing development of XPU and you can find more information about RenderMan XPU and what to be aware of as you use it in the pages below.

- [Shader and Look Development with XPU](#)
- [Features and Limitations](#)
- [Validating XPU Renders with RIS](#)
- [XPU Technical Specifications](#)