

Installation of RenderMan for Blender

RenderMan for Blender requires that RenderMan Pro Server also be installed and licensed.

For instructions on installing RenderMan Pro Server, see [Installation and Licensing](#).



Blender Version

Please note that due to the change in the version of Python in Blender 2.93, RenderMan only supports Blender versions up to 3.0 at this time.

Downloading

Non-commercial Users

Download the Non-Commercial RenderMan (NCR) installer: <https://renderman.pixar.com/intro>

Run the installer, enter your forum username and password. Hit Next and an NCR license will be downloaded.

Next, make sure to select RenderMan Pro Server and RenderMan for Blender from the list and click Next. RenderMan Pro Server will then automatically install for you. For RenderMan for Blender, see the instructions below under the **Installing** section.

Commercial Users

Visit the RenderMan downloads page:

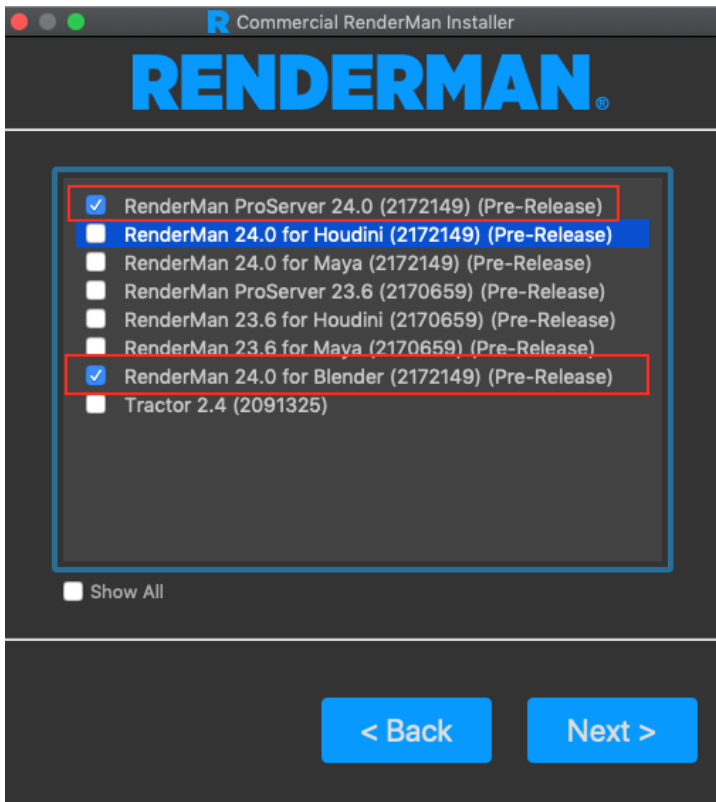
<https://renderman.pixar.com/forum/download.php>

You can download the RenderMan Installer, for the platform you're running.



When you run the installer, it will ask you to input your forum username, password, and serial number.

Next, make sure to select RenderMan Pro Server and RenderMan for Blender from the list and click Next. RenderMan Pro Server will then automatically install for you. For RenderMan for Blender, see the instructions below under the **Installing** section.

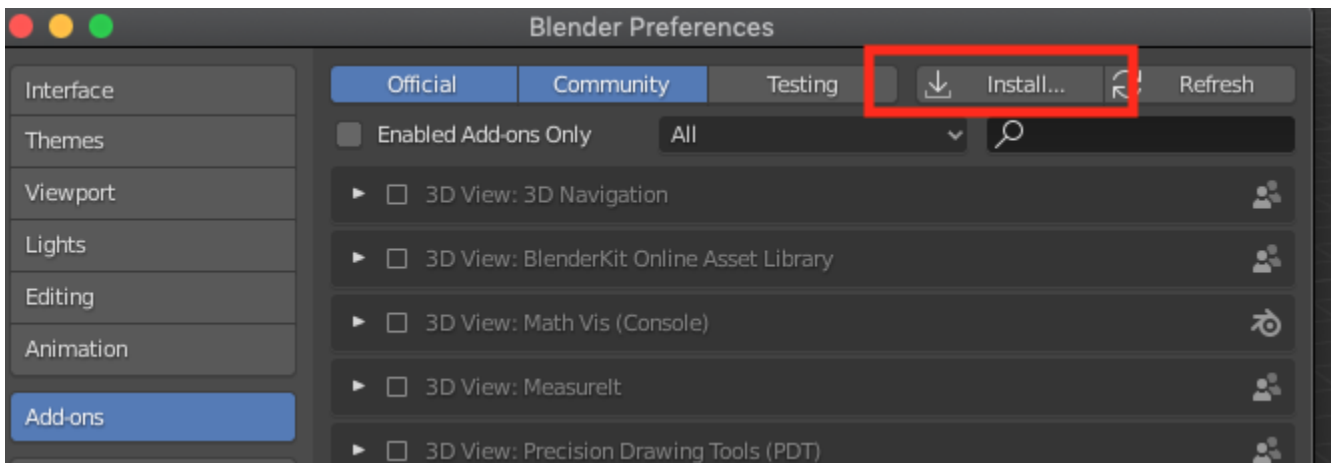


GitHub

If you are developer, you can also clone RenderMan for Blender from the RenderMan GitHub repository: <https://github.com/prman-pixar/RenderManForBlender>

Installing

Like any other addon for Blender, RenderMan for Blender can be installed from a .zip file in the Blender preferences, under the Addons tab:



1. Click the Install button
2. Browse for the **RenderManForBlender_24.0_XXXXX.zip** file. If you used the installers, the file should be in your Downloads folder.
3. Click Install Add-On.

Now you are ready to use RenderMan for Blender. See [Getting Started in Blender](#) to begin using RenderMan for Blender.

