PxrSurface for Mari

Welcome to PxrSurface for Mari 22.7

RenderMan for Mari provides PxrSurface support in Mari 4.5+

> ⓘ   Where do you find this? When running the installer choose "Show All". We do not auto-detect Mari on your computer.
>
> You can reference the Mari documentation on installation (note that this link is external to RenderMan and may change)

What's New

- Clearcoat thickness and attenuation now supported

Known Limitations

PxrSurface

- The following features are <u>not implemented</u>:
    - Point light support
    - Specular anisotropy
    - Per-lobe bump
    - Subsurface scattering only supports the subsurface color and renders it as a diffuse lobe.
    - All volumetric effects: subsurface scattering, single-scattering, glass absorption
- Feature limitations
    - It is impossible to perfectly match a RenderMan render (GLSL and Mari limitations).
    - Transparency is not supported (Mari limitation).
    - Roughness isn't a perfect match (Mari Limitation).

Mari integration

- Environment map switching doesn't work in Mari 4.5 (API bug) but is functional in the next release.
- Conditional visibility is not supported by Mari: all PxrSurface parameters are always visible.
- Nested parameter groups are not supported by Mari: all PxrSurface parameters groups are always visible.