Installation and Licensing

System Requirements

All: CPUs capable of running the full SSE4 instruction set. 4GB of RAM

You can find similar requirements in the 2017 VFX Reference Platform.

Linux: CentOS/RHEL 7.2+

Windows: Compatible with Windows 10 and 8.1

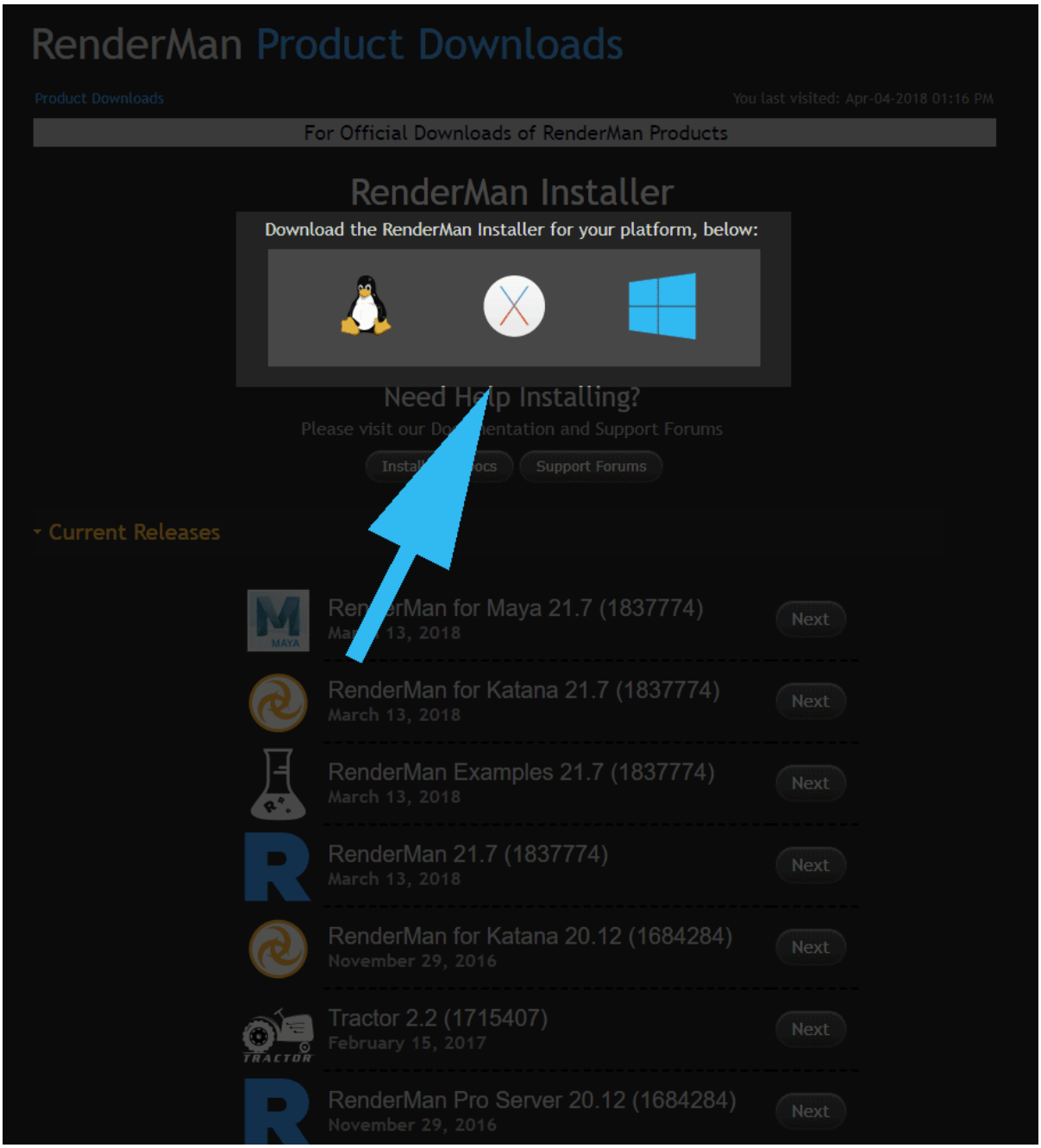
macOS: Compatible with 10.12 (Sierra) or higher (10.15 not yet supported)

Maya: Compatible with 2019, 2018 Update 3**+** (we do not support 2018.1 or 2018.2 due to Autodesk changes) and 2017 Update 3+

Katana: Compatible with 2.6.4, 3.0, 3.1, and 3.2

Houdini: Compatible with 16.5, 17.0, and 17.5 versions (Indie available on the recent release of 17.5 Houdini)

Plugins: Custom plugins can utilize C++11 and must be compiled with gcc 4.8.2 with bugfix or 4.8.3



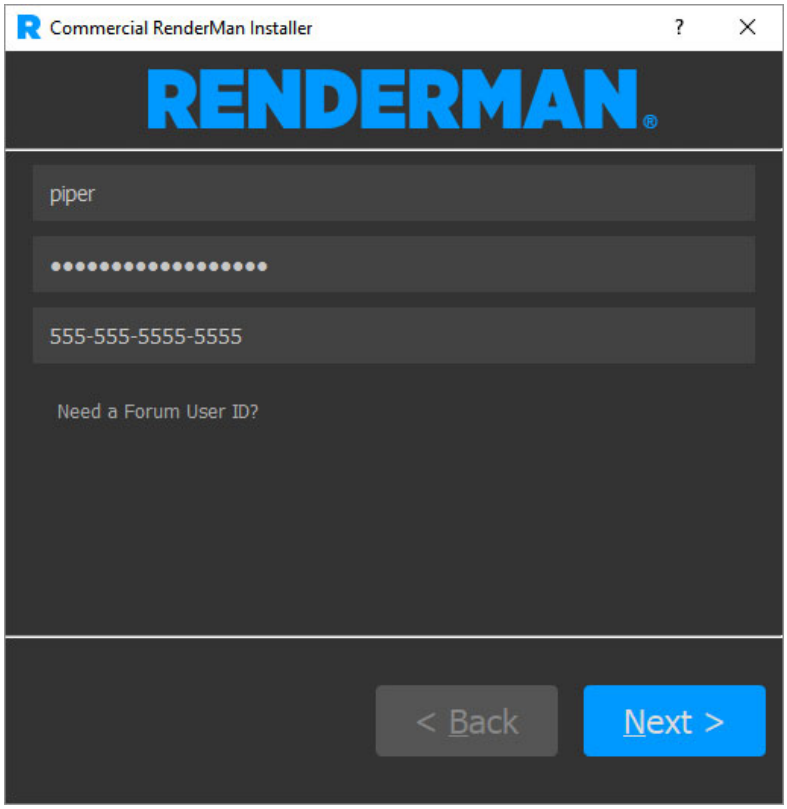
The Download Menu. Choose the main installer highlighted here at the top. Versions below are useful for sys admins creating deployments.

The Centos KDE style "Oxygen" installs a version of Qt and sets the user's environment variable QT_PLUGIN_PATH forcing "it" and LocalQueue to attempt to load an incompatible Qt library. Either avoid installing the Oxygen theme or unset QT_PLUGIN_PATH before running "it" or LocalQueue. Other KDE styles may also install this theme.

On Centos/RHEL, the RtxSVG.so plugin requires the compat-expat1 package be installed.

Installing RenderMan With a Floating License

Pixar's RenderMan is 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 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.