PxrSurface for Mari

Welcome to PxrSurface for Mari

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

- This is our *first release*, based on Pixar Animation Studio's internal toolset.
- PxrSurface GLSL shader:
    - Get a better preview of your work inside Mari.
    - Most lobes are supported: Diffuse, Specular, RoughSpecular, Clearcoat, Iridescence, Fuzz, Subsurface (basic), Glass (basic).
    - Presence support.
    - Solo or mute any lobe.
    - A large selection of texturable inputs have been exposed.
- RenderMan menu offering a number of configurable shortcuts to speed up your workflow:
    - Create a pre-configured PxrSurface with user-selectable channels.
    - Switch to another pre-configured environment map.
    - All these feature are user-configurable through json files.

Known Limitations

PxrSurface

- The following features are not implemented:
    - Point light support
    - Specular anisotropy
    - Per-lobe bump
    - Clearcoat absorption.
    - 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.