Shader and Look Development with XPU

This phase one release of RenderMan XPU™ has been tailored to shader authoring and asset look development, giving the artist all the creative control and flexibility from RenderMan's BxDFs and Patterns fused with the full CPU and GPU power within their desktop system to create beautiful and emotive shaders and assets.

The RenderMan XPU™ look development environment has been integrated into Maya, Katana, Houdini, and Blender.

The following diagram proposes an XPU RIS pipeline.

XPU
AUTHOR MATERIALS

XPU
LOOKDEV ASSETS

EXPORT MATERIAL
RENDERMAN PRESET BROWSER

EXPORT ASSET
USD / ABC / REF FILE / HDA

RIS
LAYOUT / LIGHTING

RIS
RENDER FINAL FRAMES