## **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.

