# Installation of RenderMan for Blender

RenderMan for Blender requires that RenderMan Pro Server also be installed and licensed.

For instructions on installing RenderMan Pro Server, see Installation and Licensing.



**Blender Version** 

Please note that due to the change in the version of Python in Blender 2.93, RenderMan only supports Blender versions up to 3.0 at this time.

## Downloading

#### **Non-commercial Users**

Download the Non-Commercial RenderMan (NCR) installer: https://renderman.pixar.com/intro

Run the installer, enter your forum username and password. Hit Next and an NCR license will be downloaded.

Next, make sure to select RenderMan Pro Server and RenderMan for Blender from the list and click Next. RenderMan Pro Server will then automatically install for you. For RenderMan for Blender, see the instructions below under the **Installing** section.

#### **Commercial Users**

Visit the RenderMan downloads page:

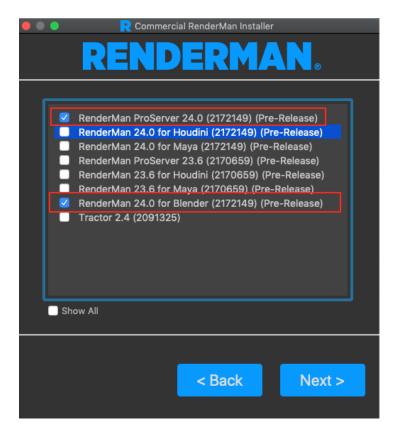
https://renderman.pixar.com/forum/download.php

You can download the RenderMan Installer, for the platform you're running.



When you run the installer, it will ask you to input your forum username, password, and serial number.

Next, make sure to select RenderMan Pro Server and RenderMan for Blender from the list and click Next. RenderMan Pro Server will then automatically install for you. For RenderMan for Blender, see the instructions below under the **Installing** section.

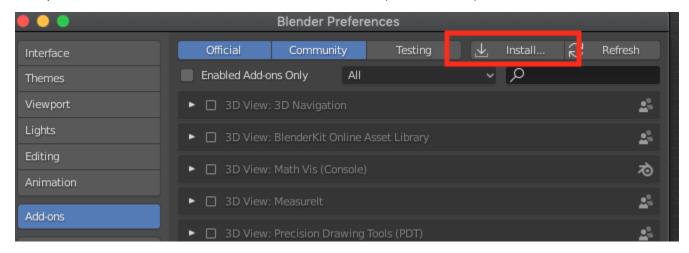


#### **GitHub**

If you are developer, you can also clone RenderMan for Blender from the RenderMan GitHub repository: https://github.com/prman-pixar/RenderManForBlender

### Installing

Like any other addon for Blender, RenderMan for Blender can be installed from a .zip file in the Blender preferences, under the Addons tab:



- 1. Click the Install button
- 2. Browse for the RenderManForBlender\_24.0\_XXXXX.zip file. If you used the installers, the file should be in your Downloads folder.
- 3. Click Install Add-On.

Now you are ready to use RenderMan for Blender. See Getting Started in Blender to begin using RenderMan for Blender.