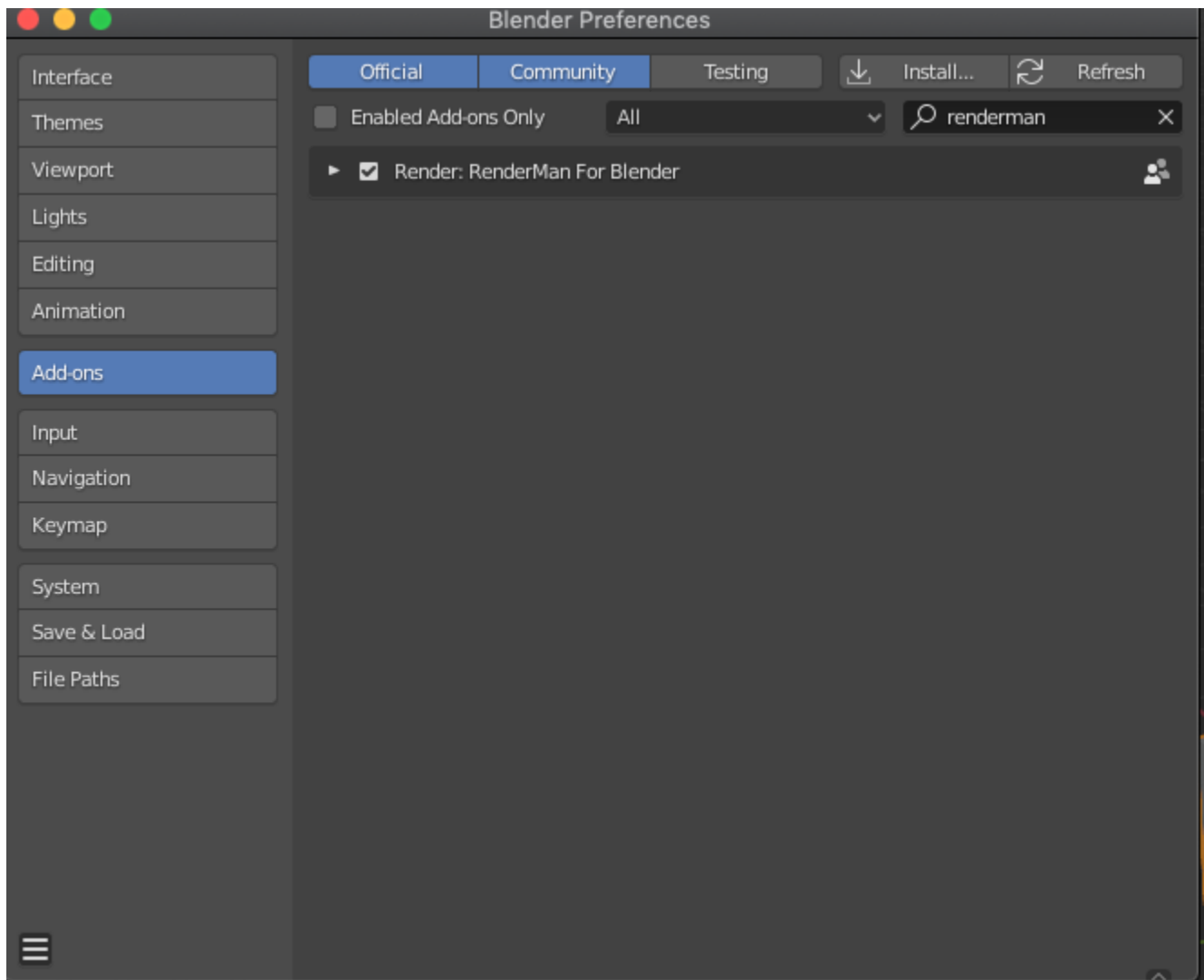


# Getting Started in Blender

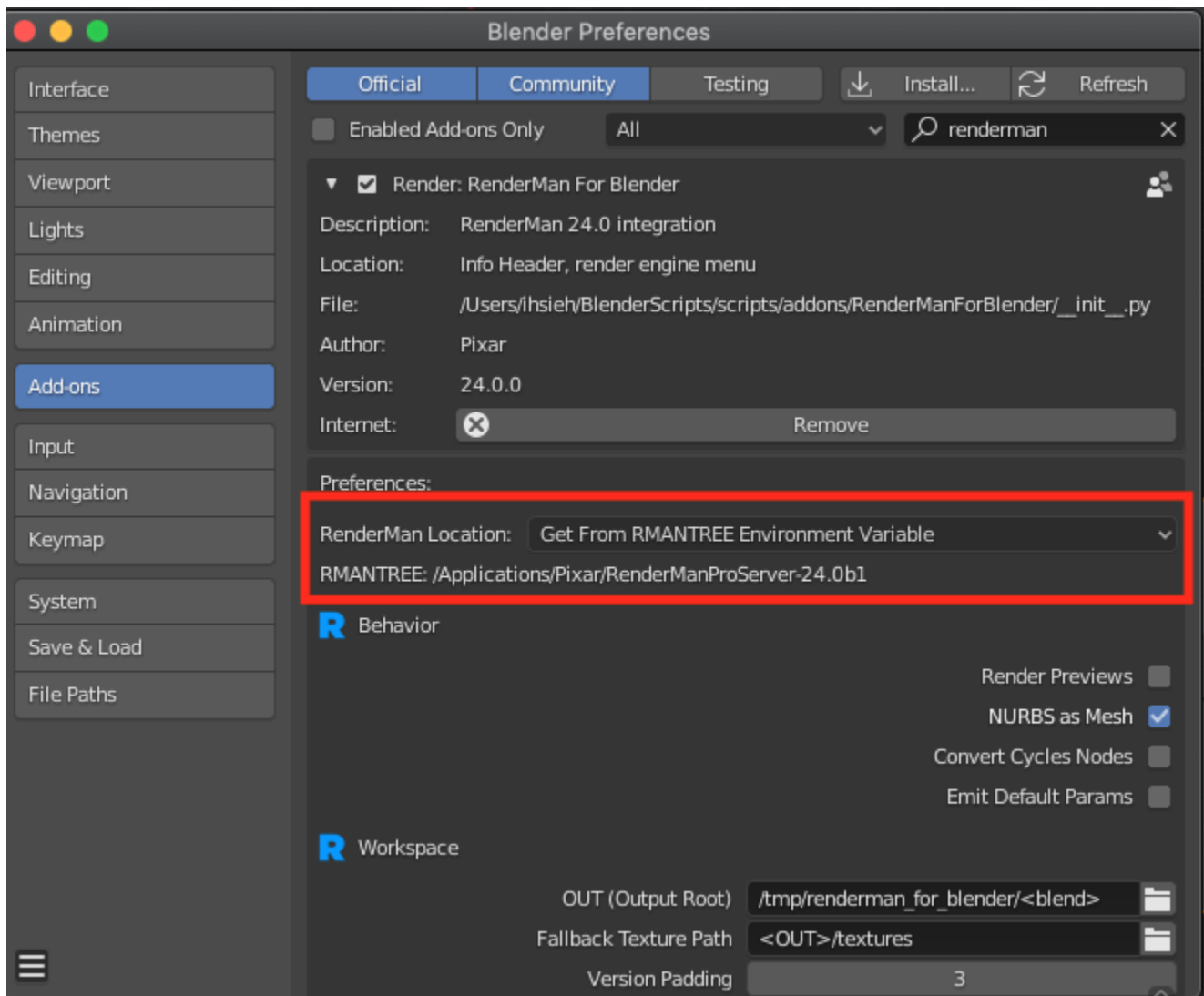
## Loading the Addon

Like any other addon for Blender, RenderMan for Blender can be loaded/enabled from the Preferences (EditPreferences), under the Addons tab.



## Finding RenderMan Pro Server

As mentioned in the [installation](#) docs, RenderMan for Blender requires RenderMan Pro Server (RPS) to be installed on your machine. How the addon finds RPS can be set in the preferences:



Changing **RenderMan Location** to **Choose From Installed** will allow you to select from the ones that are installed in the default location. You can also set it to **Set Manually** and manually set the location of RPS. The default is to consult the **RMANTREE** environment variable. Any changes to this will require a restart of Blender.

The addon will try a couple of different fallbacks if one of the methods fails. Here's the order of operations:

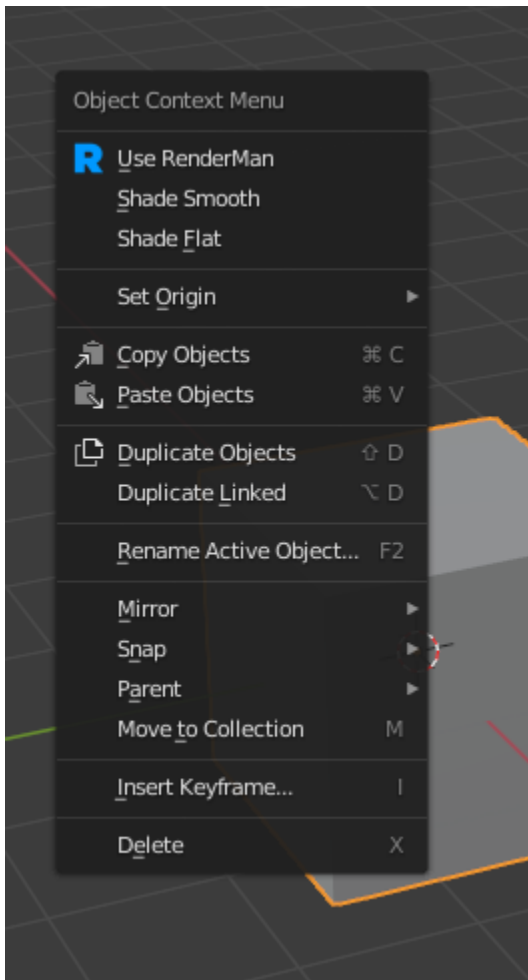
- First, try and find based on the preference.
- If the choose from installed or set manually failed, we fallback on consulting the **RMANTREE** environment variable
- If the preference was to consult **RMANTREE** and that failed, we fallback to try and detect the latest version found in the default installation path

## Your First Render

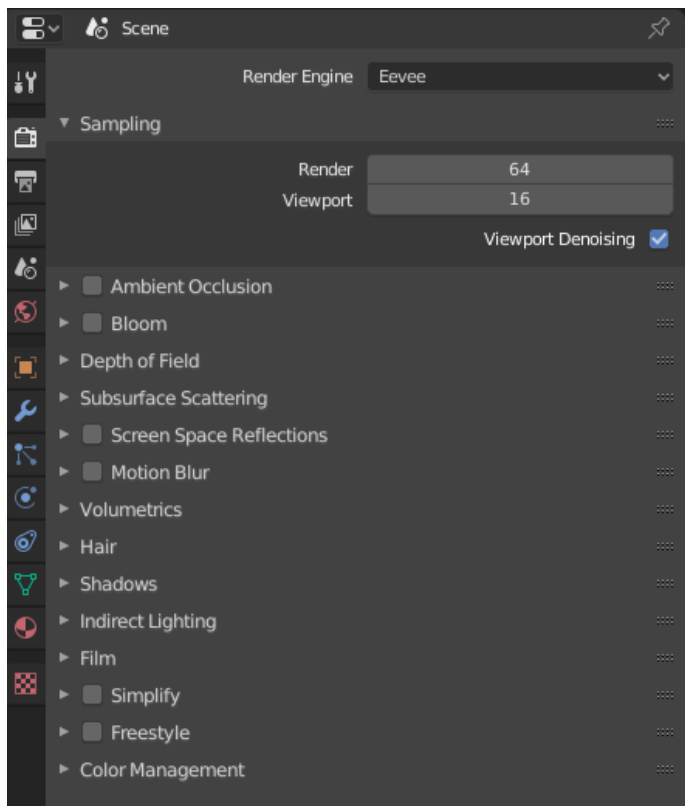
To start rendering with RenderMan, first, change the current Render Engine setting to RenderMan Render.

To do that you can either:

1. Use the handy Use RenderMan shortcut in the object context menu. Right-click in the viewport and select Use RenderMan.

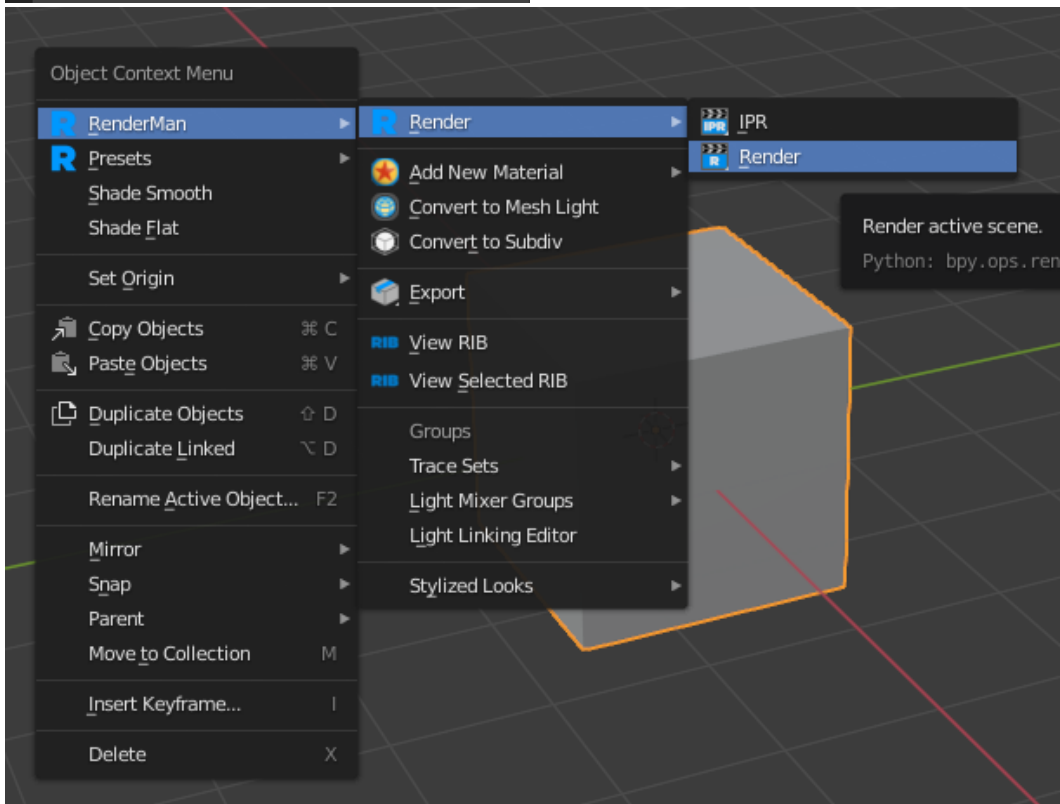
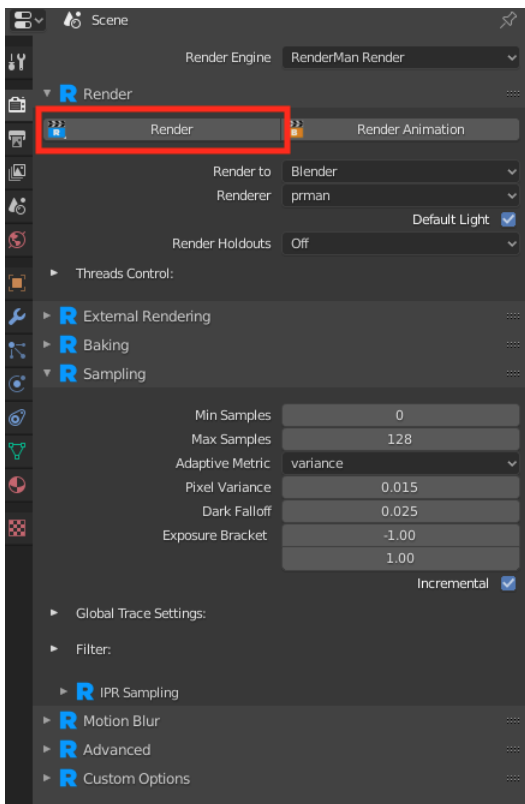


2. Or change it from the render properties panel



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To render, you can click on the Render button in the render properties panel, or use the Render shortcut from the object context menu in the viewport:



Your render should appear in the Blender render window.

Alternatively, you can also render to RenderMan's "it" framebuffer by changing the **Render To** setting from "Blender" to "it".

