PxrSurface for Mari
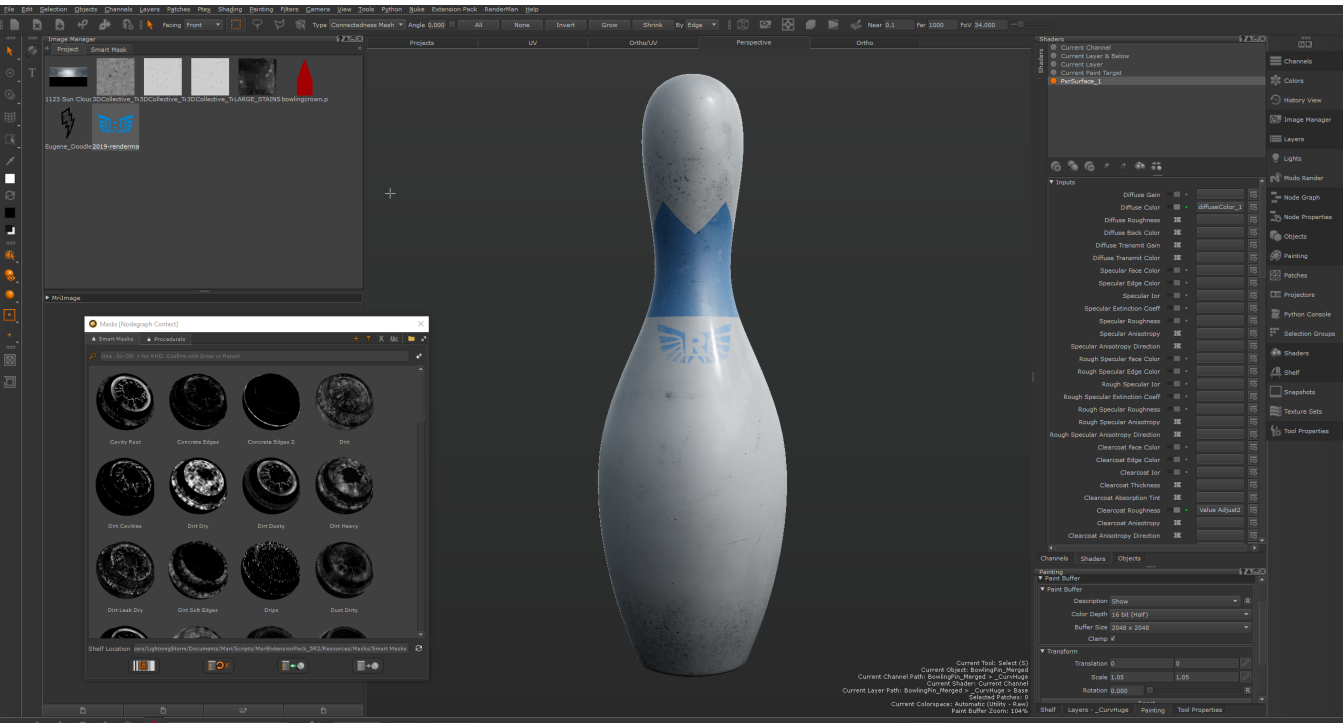

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Welcome to PxrSurface for Mari

RenderMan for Mari provides PxrSurface support in Mari 4.5+, 5.x & 6.x

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Installation

Simply copy all the downloaded files from the RenderMan for Mari folder into the following default Mari script location

Os	Location
Linux	C:\Users\<user>\Documents\Mari\Scripts
Windows	/home/<user>/Mari/Scripts/

ⓘ For installation into custom locations, you can reference the Mari documentation
(note that this link is external to RenderMan and may change)

Known Limitations

PxrSurface

- The following features are <u>not implemented</u>:
    - 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 parameter groups are always visible.