



## Pixar's RenderMan® Course

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**Date:** 29 November 2006  
Full-Day, 8:30 am - 5:30 pm  
**Level:** Intermediate

**Venue:**

Universiti Teknologi Malaysia (City Campus), Jalan Semarak, Kuala Lumpur.

The advent of photorealistic rendering these days encourages the computer graphics community to produce realistic pictures more than those captured by a camera. The use of various advanced techniques such as programmable shading, special camera projection, spectral colors, area light source, ray tracing and radiosity ensure the quality of the generated pictures are excellent and elegant. Therefore, **GRAPHITE 2006** makes an extensive effort to introduce these technologies to everyone by means of sharing the knowledge capacity and at the same time fostering the importance of computer graphics to our daily life.



**Latest animated film produced by Pixar Animation Studio.**

Pixar's RenderMan® high quality renderer is widely used in the animation and digital effects industry, and it is also used for Pixar's own feature film productions. However, it may pose a challenge to get started with and explore RenderMan, especially without knowledge in computer graphics. The aim of this course is to offer (the opportunity on) a basic hands-on introduction to RenderMan's Shading Language and its use with Maya – an opportunity not to be missed! Each participant will be given a set of courses notes and exercises. It is hoped that the exposure to RenderMan

from this course can be utilized for further explorations of the shading language and the integration of RenderMan and Maya.

## Eligibility

Open to everyone (Limited to 40 people on a first-register-first-serve basis). Don't miss it! Please contact our courses secretariat for registration.

Email: [abade@fsksm.utm.my](mailto:abade@fsksm.utm.my)

Phone: 607-5532324/ 5532721

## Topics

- RenderMan Rib File Format
- RenderMan Shading Language (RSL)
- mtor & slim
- Animating shader
- Lighting & Raytracing
- Depth mapped and raytraced shadows

## Organizer & Instructor

**Malcolm Kesson,**  
Prof. Visual Effects  
Savannah College of Art and Design,  
Savannah, Georgia, USA.

# Schedule

29 November 2006

8.30	<b>Overview of the workshop</b>
8.40 - 10.15	<b>RenderMan Rib File Format</b> <ul style="list-style-type: none"><li>⇒ Options, camera/world blocks - "declaration" of shaders</li><li>⇒ Transformations &amp; geometry</li><li>⇒ Archived geometry &amp; reading an archive</li><li>⇒ Depth map &amp; raytraced shadows</li><li>⇒ Texture and displacement mapping - a couple of examples</li><li>⇒ Procedural geometry</li></ul>
10.15 - 10.30	Break
10.30 - 12.15	<b>RenderMan Shading Language (RSL)</b> <ul style="list-style-type: none"><li>⇒ Language overview-Surface shading</li><li>⇒ Orientation - &gt;inside/outside</li><li>⇒ Lighting- black &amp; white</li></ul>
1.45 - 3.30	<b>mtor &amp; slim</b> <ul style="list-style-type: none"><li>⇒ RenderMan globals</li><li>⇒ Slim-assigning shaders</li><li>⇒ Slim-shading nodes/networks</li><li>⇒ Slim- custom nodes/templates</li></ul>
3.30 - 3.45	Break
3.45 - 5.15	<b>more slim</b> <ul style="list-style-type: none"><li>⇒ TCLBox + RIBBox (example : random rib and substitution)</li></ul>
5.15 - 5.30	<b>Evaluation</b>

## Fees

Normal : RM 400

Student : RM 250

**Notes:** *Please contact our courses secretariat for getting information about payment methods.*

## Special thanks to:

- The Savannah College of Art and Design



- **Pixar** for providing licences of RenderMan Artist Tools

P I X A R

- Universiti Teknologi Malaysia.



- Caveman Solution (M) Sdn. Bhd, for providing Maya license and courses materials.