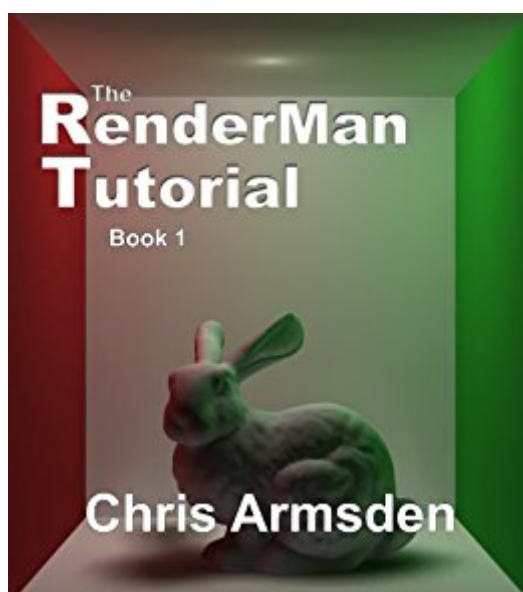


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# The Renderman Tutorial: Book 1



## Synopsis

The Renderman Tutorial is a step-by-step guide to becoming proficient with the world's leading software for photorealistic visual effects. This series leads you through the history of Renderman, how Renderman works and how you can use it in creating your own spectacular images. This tutorial series constantly builds on each example so that you will quickly be writing shaders like an old pro. This book is a must have resource for anyone learning Renderman and becoming a VFX master.

## Book Information

File Size: 445 KB

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## Customer Reviews

Got this book to help me learn renderman for a computer graphics course. My course leader recommended it and it has been extremely helpful for me in getting to grips with the software!

Although the date on appears to be 2011, at least from what I can see from reading the first book this series only covers up to 2003 or so. Meaning it doesn't cover the significant advances in Renderman over the last 10 years which includes RSL 2.0 and co-shaders. Then again, there doesn't seem to be any book that covers those topics. Oh well, the reference material for 2009 Renderman 15.0 can be found online, but it would nice if there were a book to go with them.

So the book explains simple shader in a way that assumes you're a math student. All of a sudden we see new variables  $C_s$   $C_i$  with no explanation at all what they are except that they're "simple". The follow example suddenly shows "dot product of normalized normal" producing "cosine of the angle between..." whatever. What does that even mean? If I can understand that shit, I tell you I wouldn't need to buy this book to begin with.

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