
Blue Moon Rendering Tools Version 2.3.5

The Blue Moon Rendering Tools (BMRT) are a collection of programs which allow previewing and rendering of 3-D scene models. All are compatible with the RenderMan Interface Standard, developed by Pixar.

The BMRT is:

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Please note that:

The RenderMan (R) Interface Procedures and RIB Protocol are:
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RenderMan (R) is a registered trademark of Pixar.

The BMRT consists of the following programs:

rendrib - a high-quality renderer which uses both ray tracing and radiosity to create (potentially) photorealistic images.

slc - a compiler for the RenderMan Shading Language.

rendribv - a RIB previewer which rapidly displays wireframe images on an X11 terminal.

rgl - a RIB previewer which rapidly displays Gouraud shaded polygons using OpenGL.

In addition, BMRT also supplies a RIB client library (a binding of the RenderMan procedural interface which results in the output of RIB to stdout or to a file), and some other utilities of interest to developers.

To download this product, go back and click on the download link.
