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## Blue Moon Rendering Tools Version 2.6.19

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The Blue Moon Rendering Tools (BMRT) are a collection of programs that allow previewing and rendering of 3-D scene models. BMRT is:  
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BMRT uses some APIs that are very similar to those described in the published RenderMan Interface Specification. However, BMRT is not associated with Pixar, and no claims are made that BMRT is in any way a compatible replacement for RenderMan. Those who want a licensed implementation of RenderMan should contact Pixar directly.

Despite these technical/legal terms, you may find that most applications, scene files, and shaders written to conform to the RenderMan Interface can also use BMRT without modification.

RenderMan (R) is a registered trademark of Pixar.

The BMRT consists of the following programs and scripts:

- rendrib - a high-quality renderer that uses ray tracing and radiosity to create photorealistic images.
- slc - a compiler for shaders
- mkmip - converts regular scanline TIFF images into tiled, multiresolution TIFF images, which allows optimizations for texture access.
- rgl - a scene previewer which rapidly displays Gouraud shaded polygons or wireframes using OpenGL.
- iv - a nice image viewing program for TIFF, JPEG, zfile, texture, environment, and shadow map files.
- composite - a simple TIFF image compositing program.
- farm - a script that lets you divide a frame into several crop windows, rendering each on a separate machine and assembling the results into a mosaic image.
- mkmosaic - used by "farm", this utility assembles separately rendered crop windows into a single TIFF image.
- frankenrender - if you are a PRMan (3.8 or later) user, this script drives the "ray server" which allows you to use PRMan and BMRT together for the same image.

In addition, BMRT also supplies a client library (a binding of the procedural interface that results in the output of a scene file that can be rendered later), and some other utilities of interest to developers.

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