

An Introduction to 3D Computer Graphics

*Exploring Photo-Realism
with MacRenderMan*

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Version 6.0 PDF 1995

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Preface

These notes are intended to explain the basics of theRenderMan system by providing a series of examples of its use in theMacintosh environment. Although a number of exercises and projects have been included they will only be effective when used by those who wish to explore and experiment with the RenderMan system.

I wish to acknowledge the support I received from PIXAR, especially in graciously providing several pre-release versions of their photo-realistic renderer that was being ported to the new RISC based Power-Macintosh computers at the time that I was preparing this booklet for teaching undergraduate students of graphic design the principles of 3D computer graphics.

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April 1994
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