

HyperMan : Seamless integration of Maya® & RenderMan®



The New RenderMan® System For Maya®

- **Render your scene with RenderMan**
- **Seamlessly Integrated, nothing new to learn**
- **Exploit RenderMan's advanced features**

HyperMan is a custom tool which allows users to translate their Maya shading networks into equivalent RenderMan shader's with little variation in expected appearance. HyperMan brings the user the same speed, power and stability that RenderMan delivers to Maya users. HyperMan is functional and flexible allows for custom RenderMan shaders to be integrated into the pipeline. HyperMan is seamlessly integrated simply select RenderMan as the renderer in the render globals tab.

HyperMan supports advanced features such as

- arbitrary output variables
- motion blur
- occlusion, irradiance, global illumination
- cache all raytracing functions
- inherit from the Maya Hypershade shaders to create appearances
- bake whole animations

