



RenderMan Studio 3

SYSTEM REQUIREMENTS

RenderMan Studio 3.0 is supported on the following hardware and operating systems:

Apple®

- Mac® OS X Leopard (10.5.5) 32 & 64 Bit

Linux®

- 64-bit:
- gcc402glibc234
- gcc410glibc24
- and gcc411glibc25

Windows®

- Windows® XP Pro (SP2+)
- Windows® Vista 32 & 64 Bit

Required Software

RenderMan Studio requires a valid install of Maya 2011, Maya 2010, or Maya 2009.

Note: A commercial license of Maya is required. RFM is not compatible with the Maya PLE (the watermarked evaluation version of Maya).

For more information, contact us on 020 7348 1920 or email us at technology@escapestudios.com.