#Main Teapot Scene Rib Code Breakdown

Option "ribparse" "string varsubst" ["$"]

IfBegin "!defined(RMSTREE)"

Option "user" "string RMSTREE" ["/opt/pixar/RenderManForMaya-21.6-maya2018"]

IfEnd

Option "searchpath" "shader" ["../../maya/projects/RfM\_osl:@"]

Option "searchpath" "rixplugin" ["${RMSTREE}/lib/shaders:../../maya/projects/RfM\_ris:@"]

Option "searchpath" "texture" ["../textures:@"]

Option "searchpath" "archive" ["../archives:Cutter\_Help/templates/Rib:custom\_templates/Rib"]

#Option "statistics" "endofframe" [1]

Hider "raytrace" "int incremental" [1] "int minsamples" [49] "int maxsamples" [256] "float darkfalloff" [0.025]

#Integrator "PxrPathTracer" "PxrPathTracer" "int maxPathLength" [10] "int allowCaustics" [0]

Integrator "PxrOcclusion" "PxrOcclusion1"

"int numSamples" [4]

"int distribution" [1]

"float cosineSpread" [1.0]

"float falloff" [0.0]

"float maxDistance" [0.0]

"int useAlbedo" [0]

PixelVariance 0.05

#============================================Globals==========================

Format 960 540 1

#ReadArchive "./DenoiseOptions.rib"

Display "untitled" "it" "rgba"

Projection "perspective" "fov" [10]

Translate 0 -0.2 30

Rotate -35 1 0 0

Rotate 15 0 1 0

Scale 1 1 -1

#DisplayFilter "PxrBackgroundDisplayFilter" "background" "color backgroundColor" [1 1 1]

#=========================================CameraInfo=====================================

WorldBegin

Bxdf "PxrSurface" "default"

"color diffuseColor" [0.6 0.6 0.6]

"float diffuseGain" [1.0]

"int diffuseDoubleSided" [1]

ReadArchive "lights/domelight.rib"

#Teapot Model

AttributeBegin

Attribute "identifier" "string name" ["Teapotbase"]

Translate 1.4 0 0.8

ReadArchive "materials/white\_teapot.rib"

ReadArchive "geo/teapotbase.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["TeaSpout"]

Translate 1.4 0 0.8

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/teaspout.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["TeaTop"]

Translate 1.4 0 0.8

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/top.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["Legs"]

Translate 1.4 0 0.8

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/legs.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["Handle"]

Translate 1.4 0 0.8

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/handle.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["CoralTop"]

Translate 1.4 0 0.8

ReadArchive "materials/coraltop.rib"

ReadArchive "geo/coraltop.rib"

AttributeEnd

#Ceramic Cup Models

AttributeBegin

Attribute "identifier" "string name" ["CupOne"]

Translate -1.9 0 -1

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/CupOne.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["CoralCupOne"]

Translate -1.9 0 -1

ReadArchive "materials/cupbase.rib"

ReadArchive "geo/CupBaseOne.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["CupLegsOne"]

Translate -1.9 0 -1

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/CupOneLegs.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["CupTwo"]

Translate -2 0.1 0.7

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/CupTwo.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["CoralCupTwo"]

Translate -2 0.1 0.7

ReadArchive "materials/cupbase.rib"

ReadArchive "geo/CupBaseTwo.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["CupLegsTwo"]

Translate -2 0.1 0.7

ReadArchive "materials/seaceramic.rib"

ReadArchive "geo/CupTwoLegs.rib"

AttributeEnd

#Ceramic Plate\_Models

AttributeBegin

Attribute "identifier" "string name" ["PlateBase"]

Translate -1.9 0 -1

ReadArchive "materials/platebase.rib"

ReadArchive "geo/PlateOneBase.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["PlateTop"]

Translate -1.9 0 -1

ReadArchive "materials/mermaid.rib"

ReadArchive "geo/PlateOneTop.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["PlateRimOne"]

Translate -1.9 0 -1

ReadArchive "materials/platerim.rib"

ReadArchive "geo/PlateRimOne.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["PlateBase"]

Translate -1.9 0 0.8

ReadArchive "materials/platebase.rib"

ReadArchive "geo/PlateTwoBase.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["PlateTop"]

Translate -1.9 0 0.8

ReadArchive "materials/mermaid.rib"

ReadArchive "geo/PlateTwoTop.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["PlateRimOne"]

Translate -1.9 0 0.8

ReadArchive "materials/platerim.rib"

ReadArchive "geo/PlateRimTwo.rib"

AttributeEnd

#Table Cloth

AttributeBegin

Attribute "identifier" "string name" ["cloth"]

Translate 0 0 0

ReadArchive "materials/cloth.rib"

ReadArchive "geo/cloth.rib"

AttributeEnd

#Sand

AttributeBegin

Attribute "identifier" "string name" ["sand"]

Translate 0 0 0

ReadArchive "materials/sand.rib"

ReadArchive "geo/sand.rib"

AttributeEnd

#Table Model

AttributeBegin

Attribute "identifier" "string name" ["table"]

Translate 0 0 0

ReadArchive "materials/wood.rib"

ReadArchive "geo/table.rib"

AttributeEnd

AttributeBegin

Attribute "identifier" "string name" ["plane1"]

Scale 10 1 10

Polygon "P" [-0.5 0 -0.5 -0.5 0 0.5 0.5 0 0.5 0.5 0 -0.5]

"st" [0 0 0 1 1 1 1 0]

AttributeEnd

WorldEnd

#ReadArchive "./Denoise.rib"