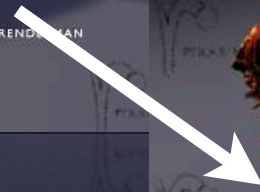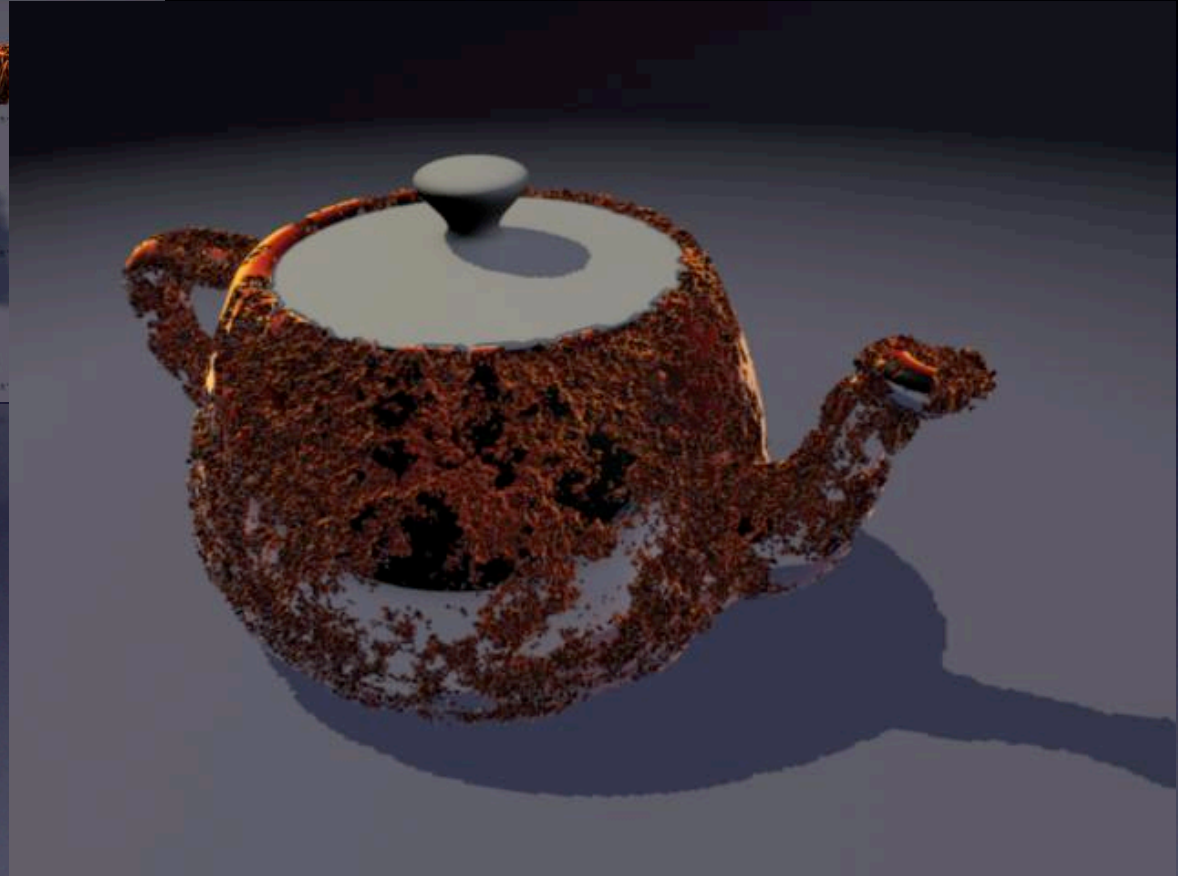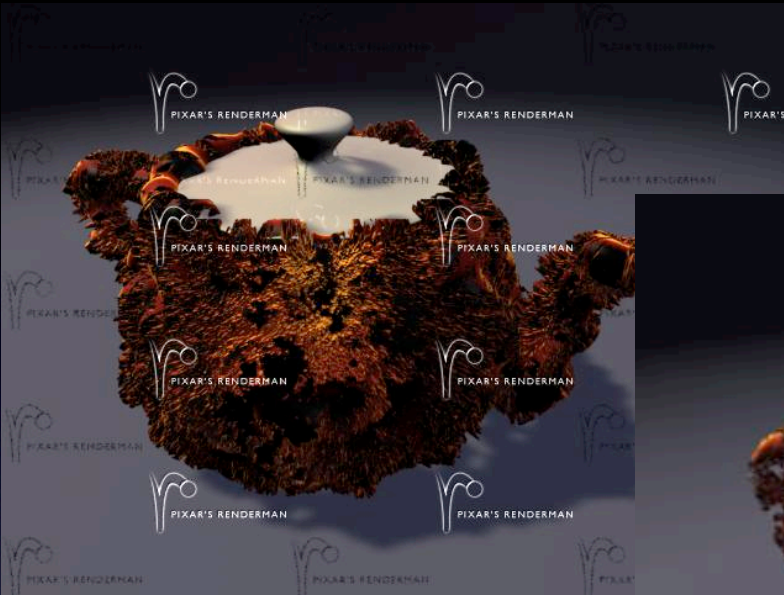# Renderman vs MentalRay

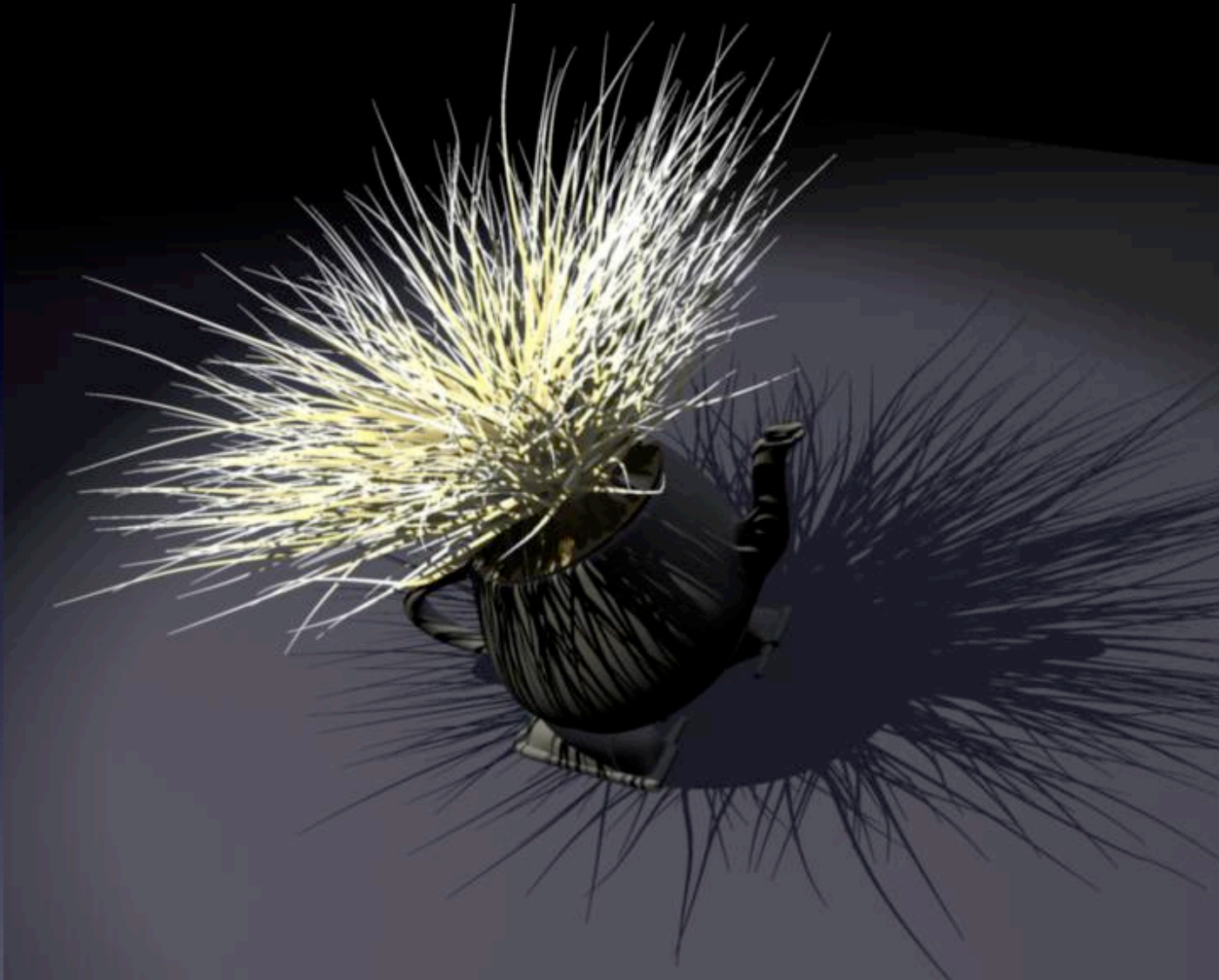A rendering engine comparison

No displacement - 17 sec

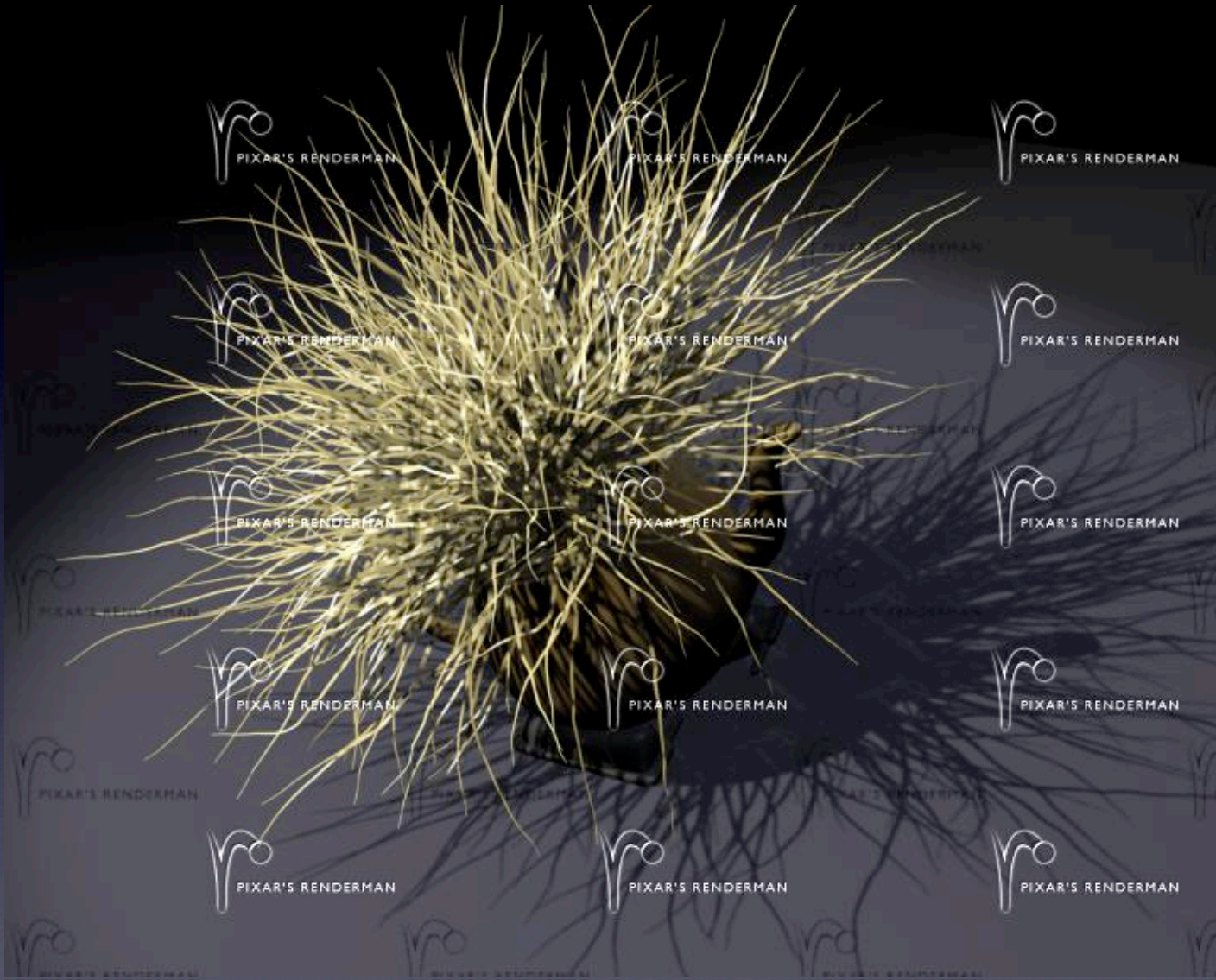Renderman displacement - 2 min 29 sec

MentalRay displacement - 6 min 23 sec
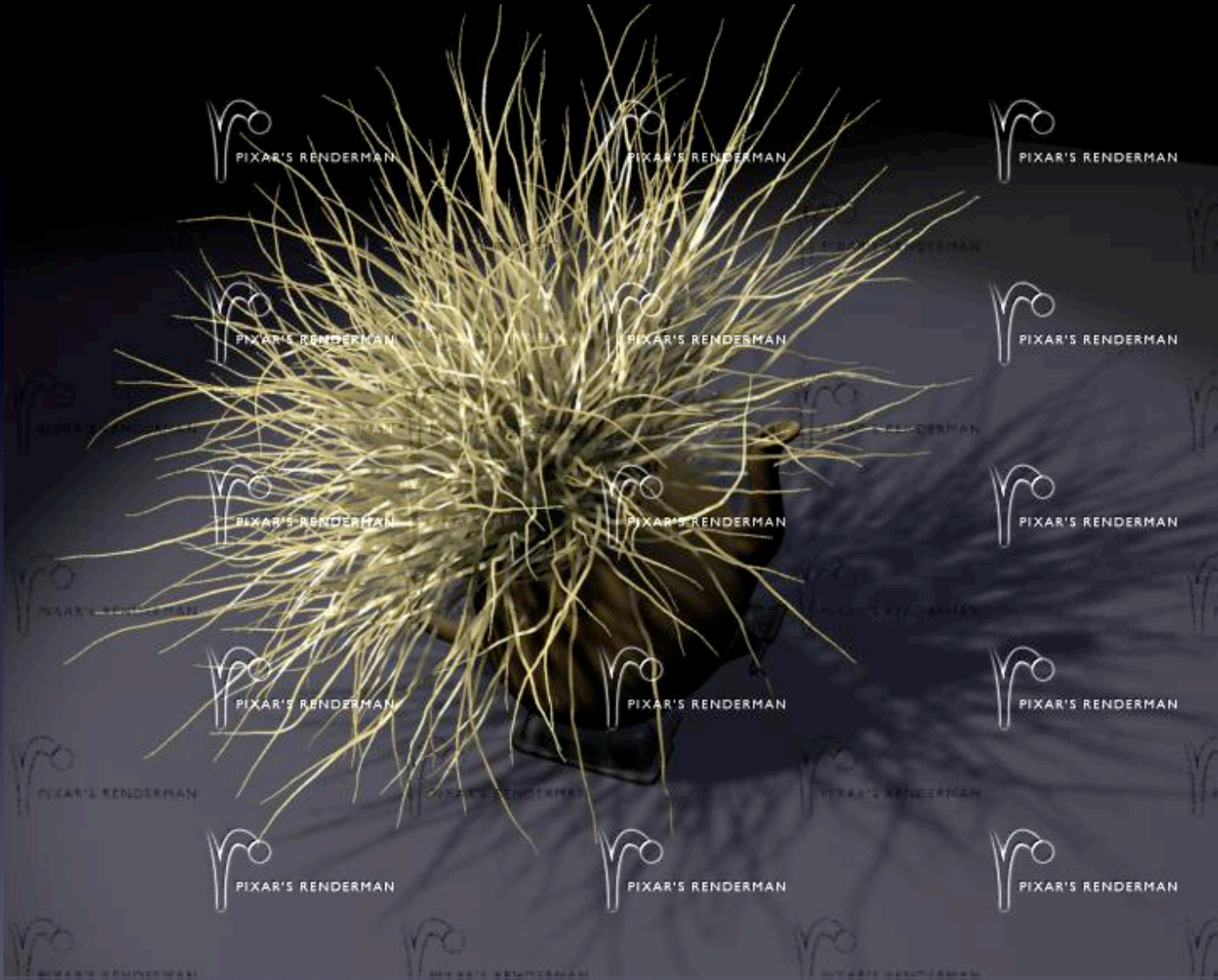
Fur

MentalRay Raytracing - 1 min 05 sec
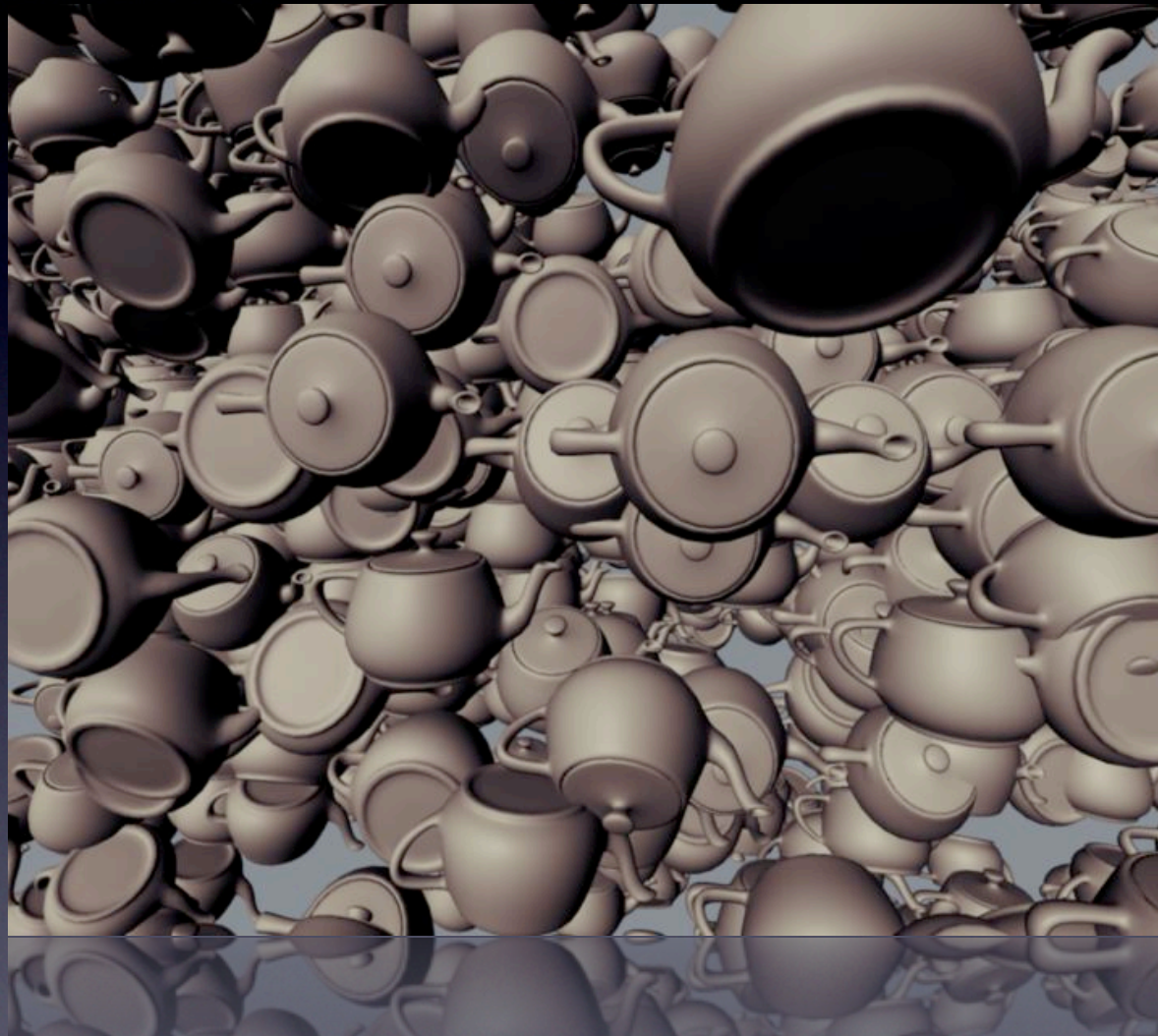
Renderman - 58 sec

Renderman - 27 sec

MentalRay - 5 min 06sec

Motion Blur

Renderman without MB - 2 min 01 sec

MentalRay without MB - 32 sec

Renderman with MB - 2 min 01 sec

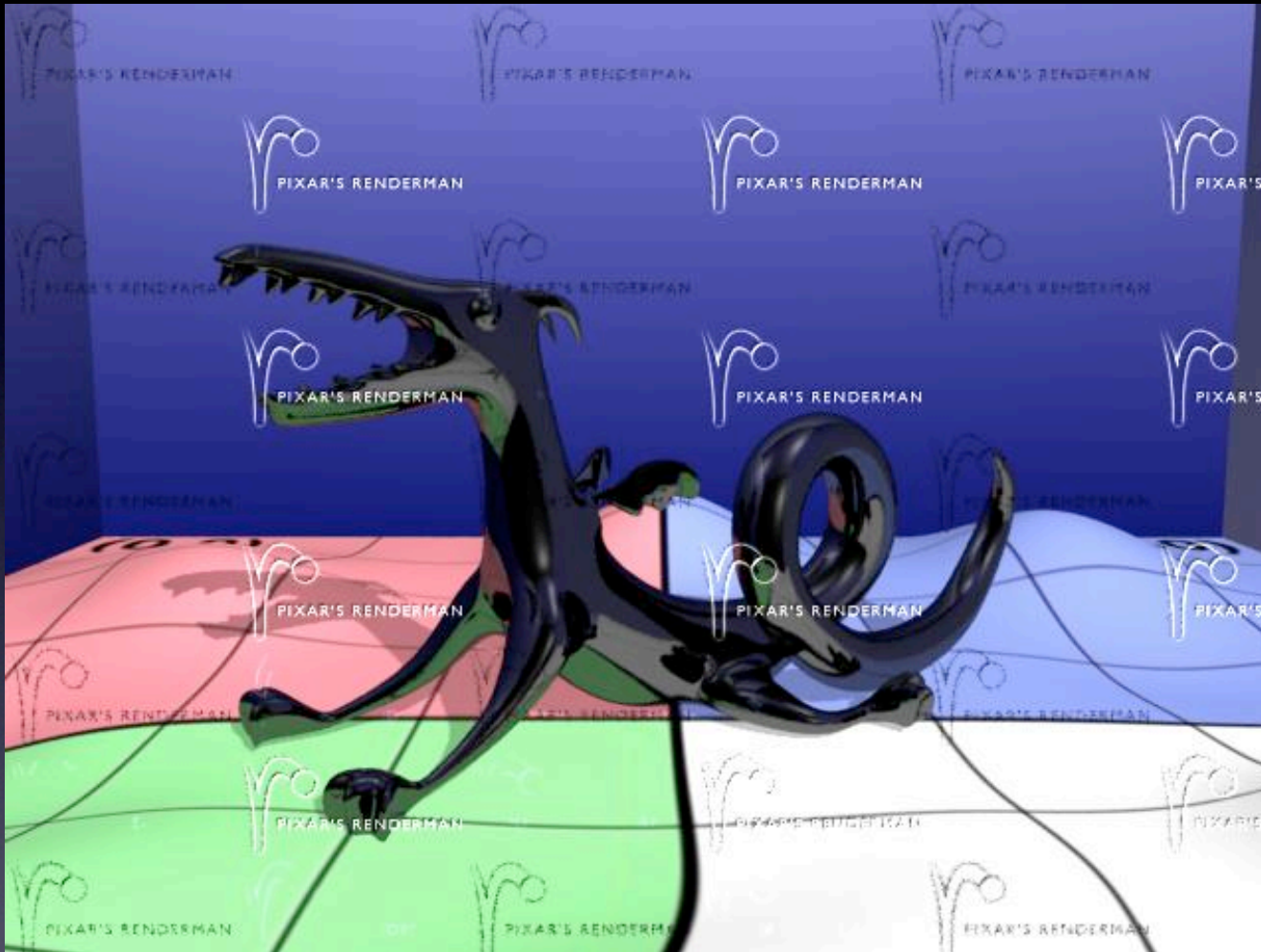MentalRay with MB - 14 min 54 sec
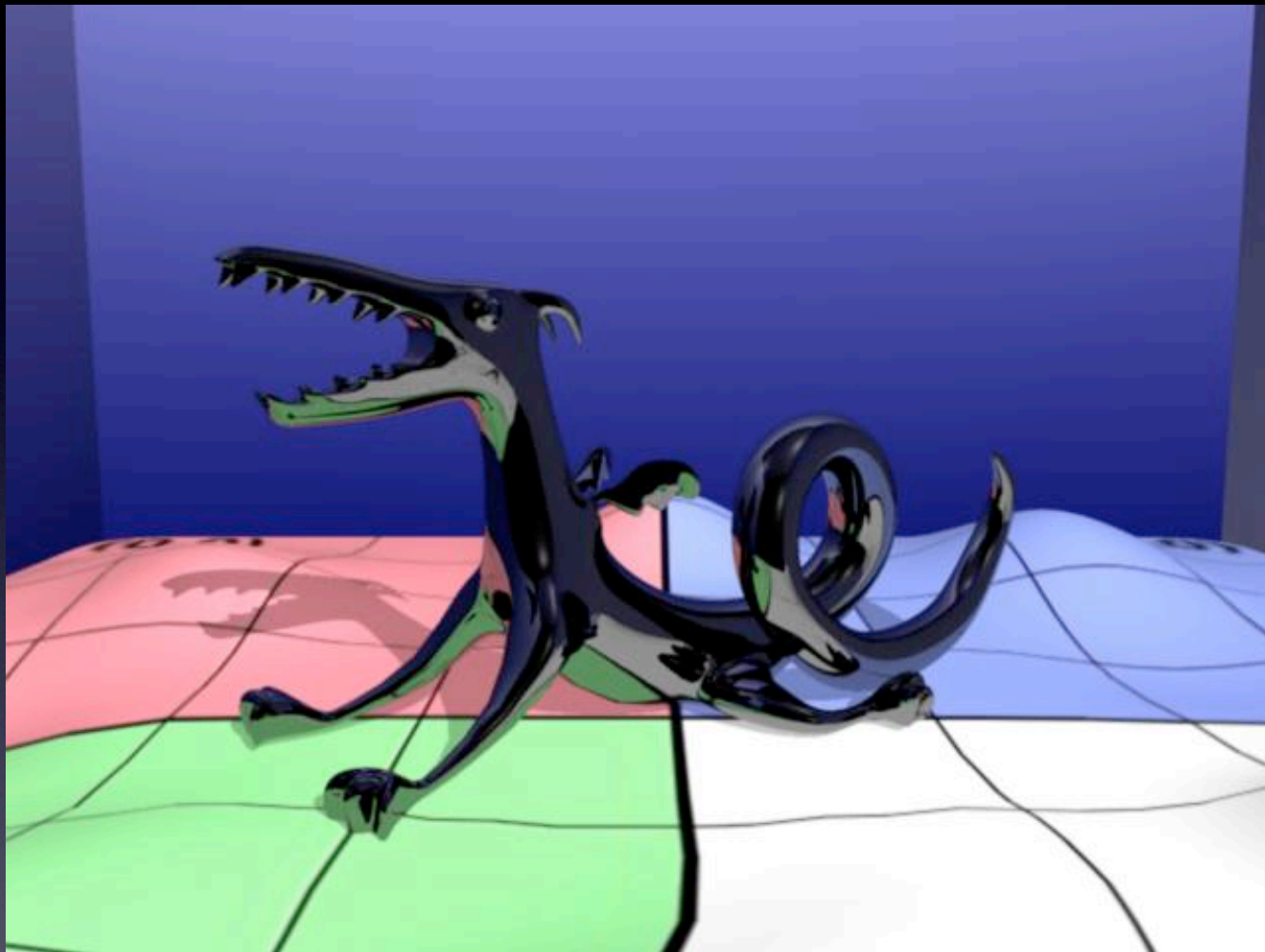
Depth of Field

Renderman DoF - 2 min 26 sec

MentalRay DoF - 1 min 52 sec

Reflections
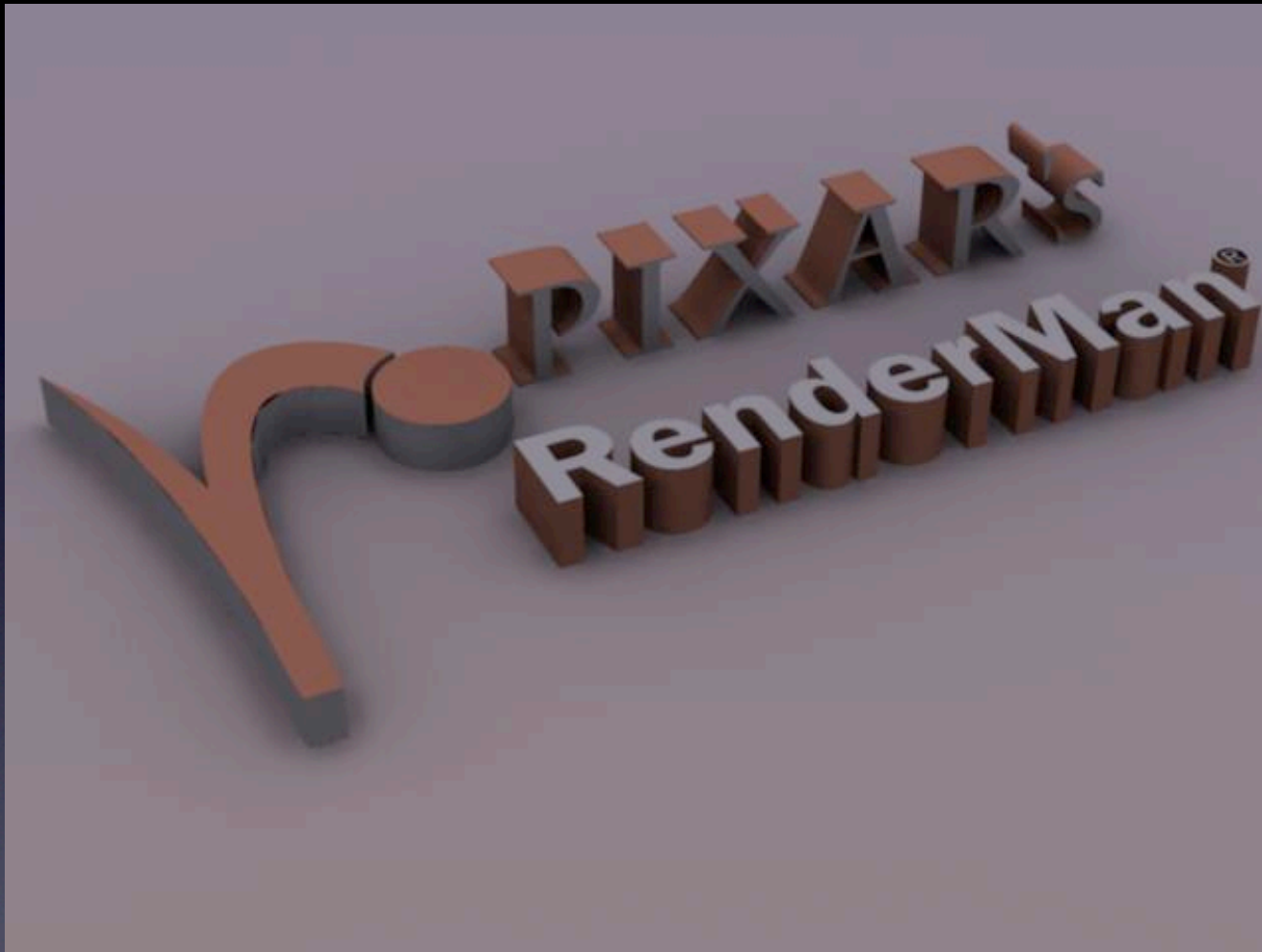
Renderman - 1 min 25 sec

MentalRay - 18 sec

Global Illumination

Renderman - 7 min 22 sec

MentalRay - 56 sec

so what?

Renderman GI with MB - 2 min 16 sec

MentalRay GI with MB - 36 min

MentalRay GI with MB and lower settings
- 20 min

Conclusion

- Renderman is a very universal renderer and wins hands down as soon as Motion Blur and Displacements comes into play

- Mental Ray is also a high quality renderer, but more suited for complex light setups without Motion Blur