



If you would like a demo version of the RealFlow Renderkit, please follow the steps below.

**Step 1: Download the RFRK software for your workflow from the download page (see above for link).**

**Step 2: Locate your demo license. This will be called either demo\_license\_renderman.txt (for Renderman), demo\_license\_mentalray.txt (for mental ray) or demo\_license\_mantra.txt ( for mantra).**

The RFRK installation packages will copy the RFRK version 2 DEMO license inside one of the following directories:

**A. mental ray:**

Windows

- Maya: In the RFRK installation folder for Maya e.g. C:\Program Files\Next Limit\Rf RenderKit For mental ray - Maya\
- Max: In the RFRK installation folder for Max e.g. C:\Program Files\Next Limit\Rf RenderKit For mental ray - Max\
- Softimage: Inside the addon user folder e.g. C:\Users\my\_user\Autodesk\Softimage\_2010\Addons\nl\_renderkit2\license

Linux

- Maya /opt/RealflowRenderKit2/MentalRay-x64
- Softimage: addon userfolder /home/user/Softimage/XSI\_7.5/nl\_renderkit2/license

Mac OSX

- /Applications/RealflowRenderKit2/MentalRay

**B. RenderMan**

Windows:

- Maya: e.g. C:\Program Files\Next Limit\RF RenderKit For RM

Linux:

- Maya: /opt/RealflowRenderKit2/RenderMan-x64

Mac OSX:

- Maya: /Applications/RealflowRenderKit2/RenderMan

**C. Mantra**

Windows:

- C:\Program Files\Next Limit\RF RenderKit For Mantra

Linux:

- /opt/RealflowRenderKit2/Mantra-x64

Mac OSX:

- /Applications/RealflowRenderKit2/Mantra

**Step 3: Copy your demo license file to one of the following folders.**

**A. Windows:**

RenderMan and mental ray:

1 - Create a folder called rfrk2 under your home folder.

2 - Copy the DEMO license inside that folder.

To find out where your home directory is :

1 - Execute cmd

2 - Write: echo %HOMEDRIVE%%HOMEPATH%

**B. Linux:**

RenderMan:

/opt/RealflowRenderKit2/

mental ray:

/opt/RealflowRenderKit2/

Mantra:

/opt/RealflowRenderKit2/

**C. Mac OSX:**

RenderMan:

/Applications/RealflowRenderKit2/

mental ray:

/Applications/RealflowRenderKit2/

Mantra:

/Applications/RealflowRenderKit2/