

The logo features a dark, circular emblem with a crown-like top. Inside the circle, the text "RADEON PRO" is written in a small, white, sans-serif font, and "Software" is written in a larger, white, sans-serif font below it. The background of the top section of the page is a dark blue, abstract, leaf-like pattern.

RADEON PRO
Software

How to Install Radeon ProRender plug-in for Blender on MacOS X

Installation Guide v1.0

DISCLAIMER

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OVERVIEW

Radeon™ ProRender is a free rendering plug-in for your design and animation needs in Blender™. Using accurate ray-tracing technology, Radeon ProRender can produce stunning photorealistic images and animations of your scene while providing real-time interactive rendering and continuous effects adjustments to create the perfect rendered image. Supporting real-time changes to the scene, Radeon ProRender allows you to preview the changes you have applied to the object in the viewport before the final render.

Supported Platforms

Radeon ProRender for Blender on MacOS runs on both GPUs and CPUS. OpenCL™ 1.2 is required for GPUs.

Software

- Blender™ 2.78+

Operating System

- MacOS X 10.13.3

Beta Testing

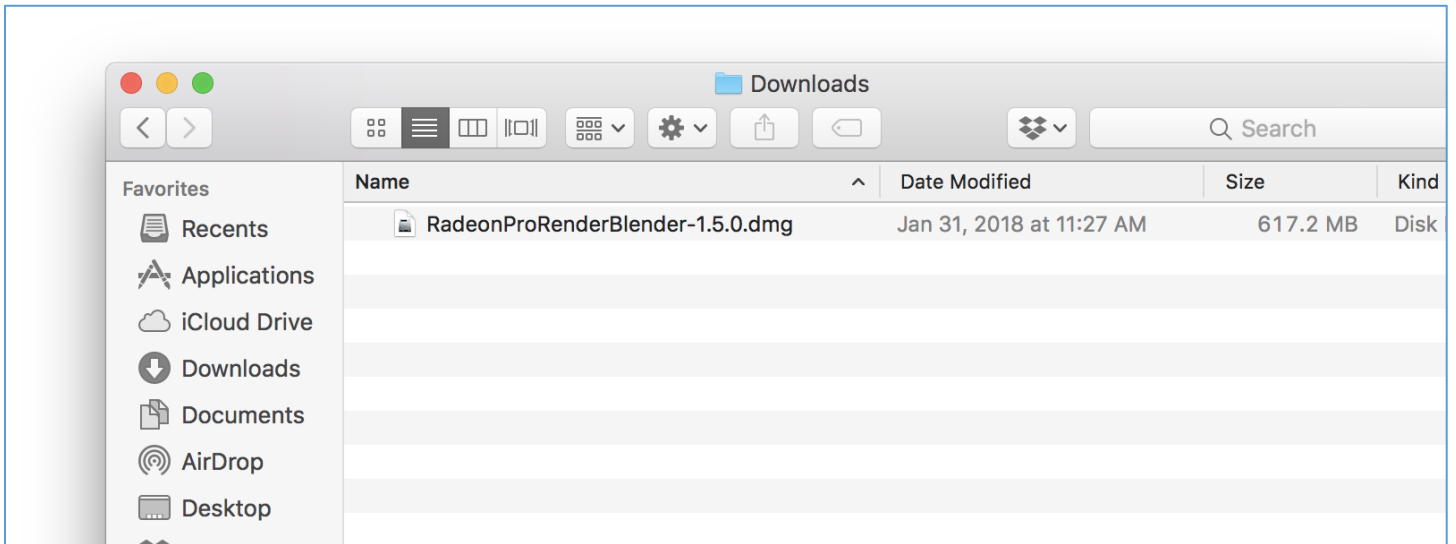
Provide beta feedback [here](#). See the user guide for Radeon ProRender for Blender [here](#).

Known Issues

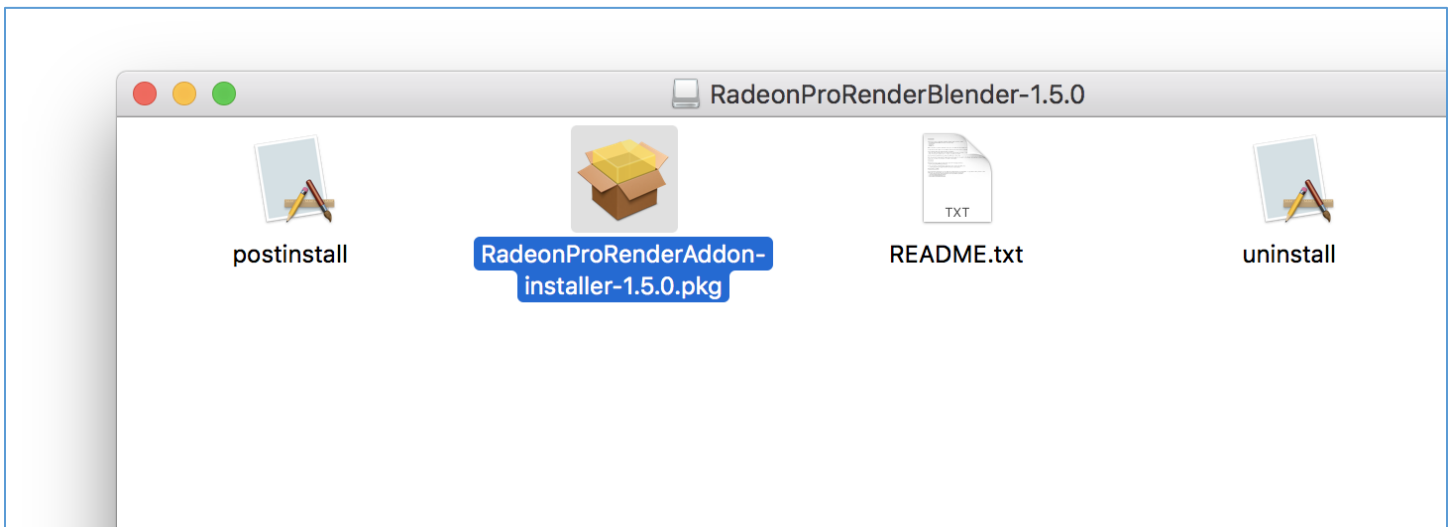
- CPU + GPU is disabled.
- GPU rendering is not supported on Intel integrated graphics.
- Denoising is currently disabled.

Install Radeon ProRender plug-in

Download ProRenderForBlender.dmg

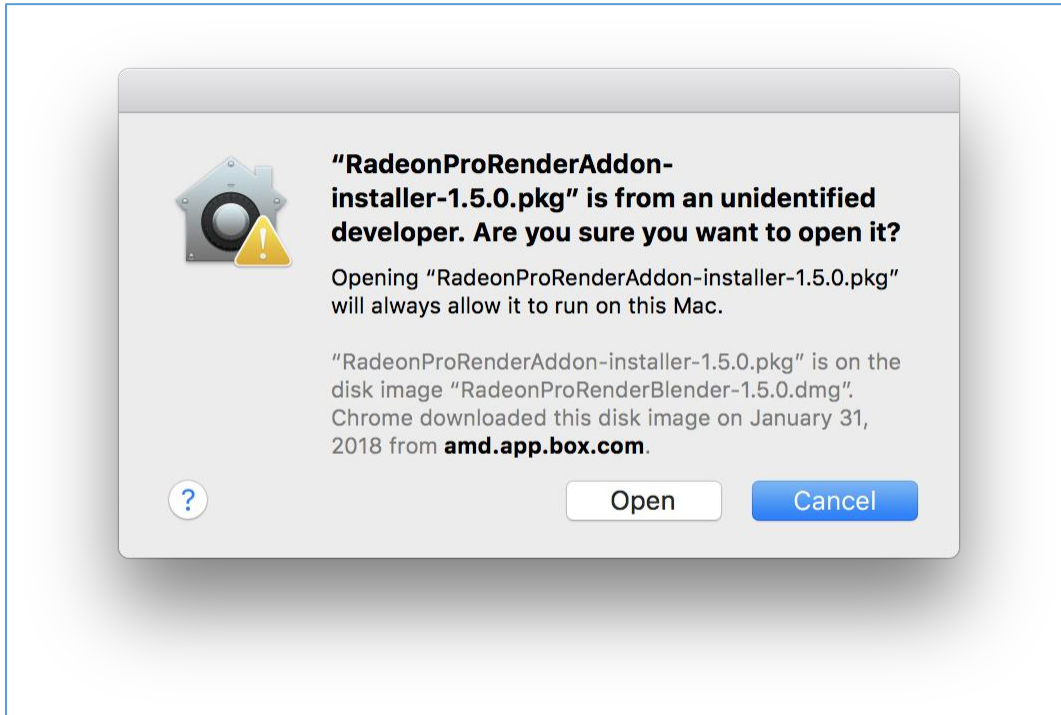


Open DMG.

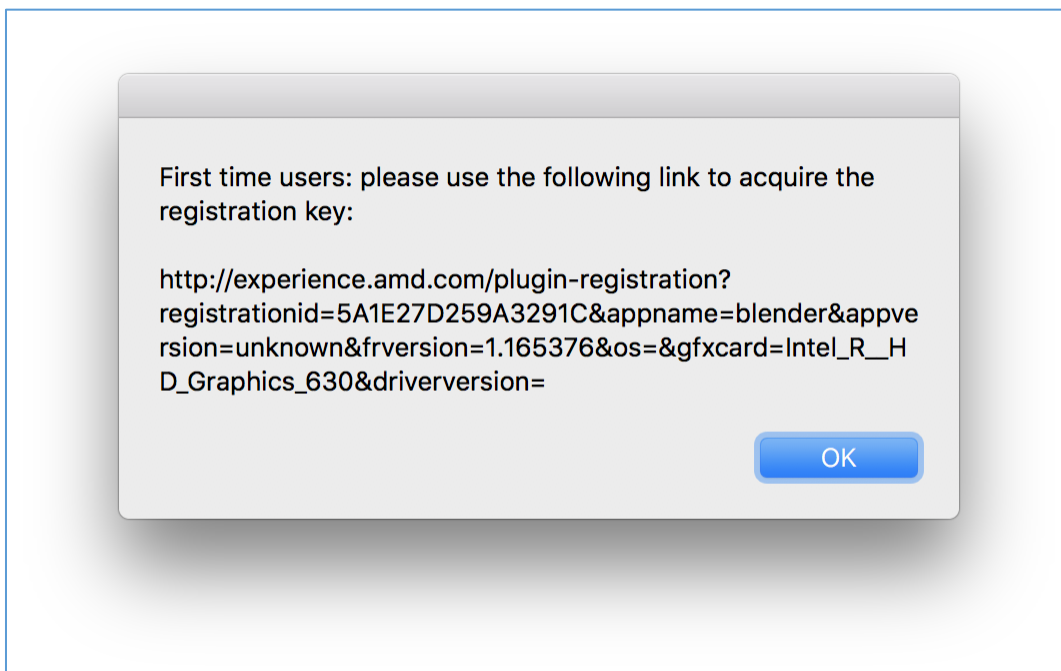


Right-click on installer and choose open - if you just click the file now, you will get an error about "unknown developer." For the final release, you will be able to click on the file directly.

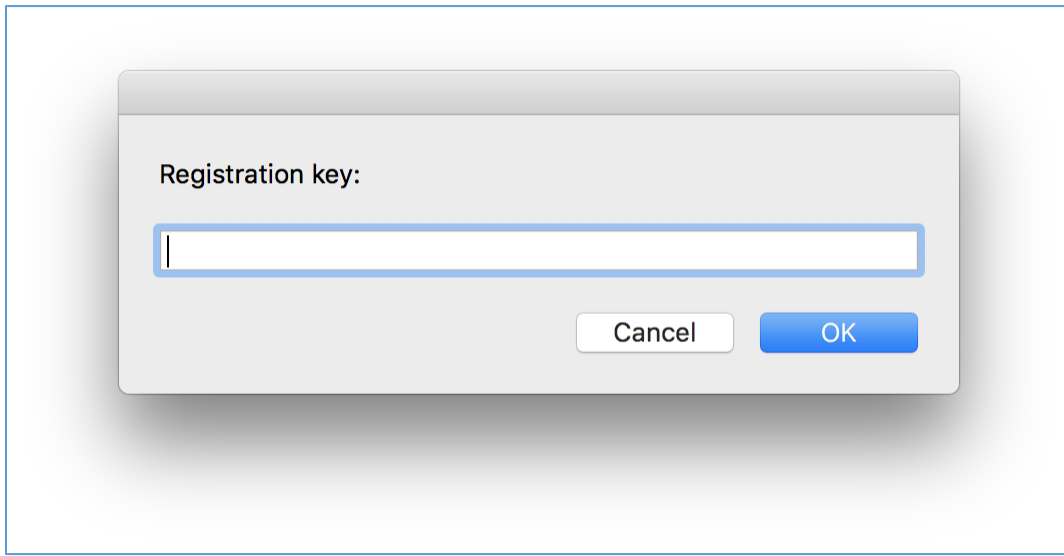
Click **Open**.



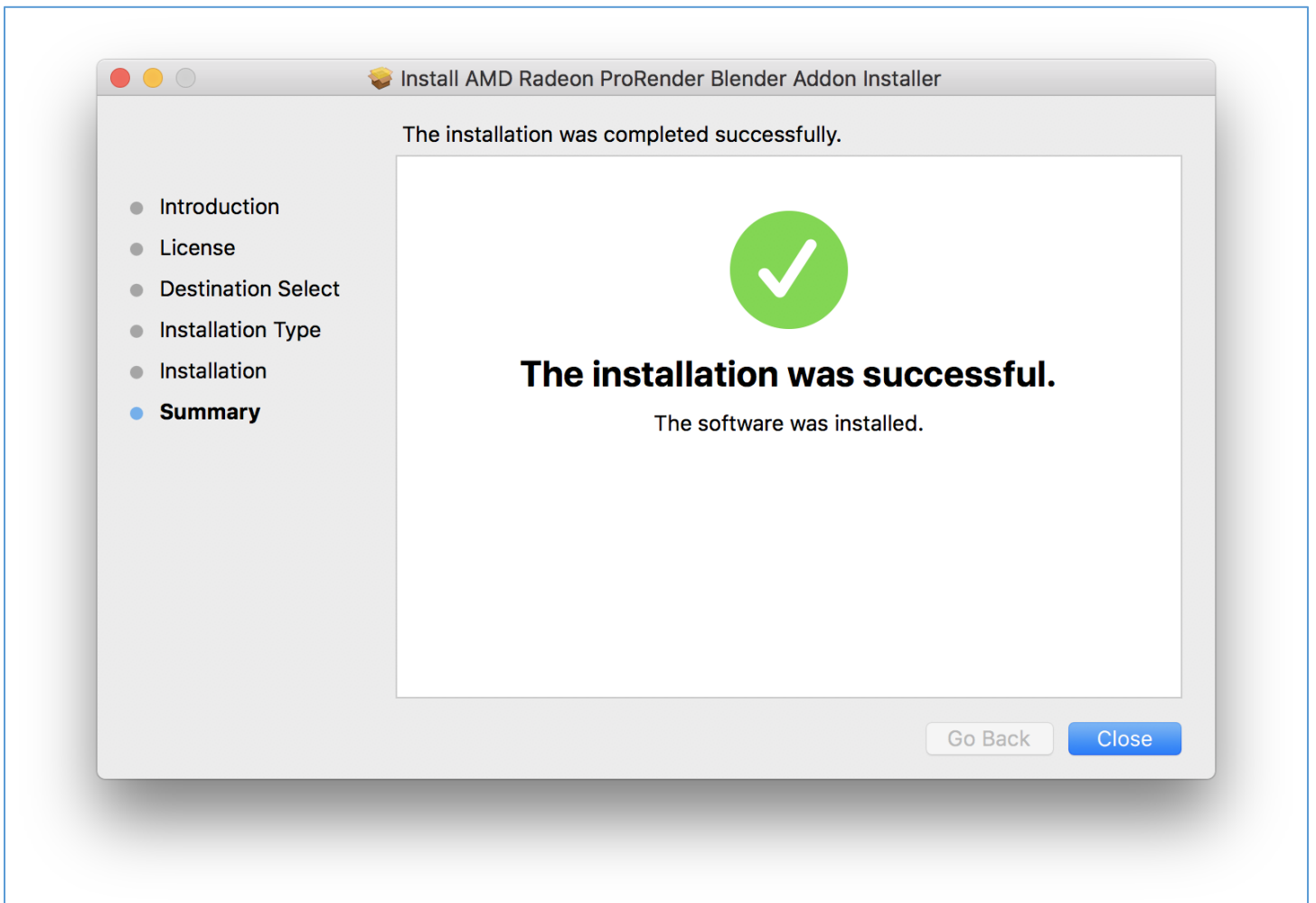
Go through the installation process. It will prompt for registration. To obtain the registration code, copy this link to a browser.



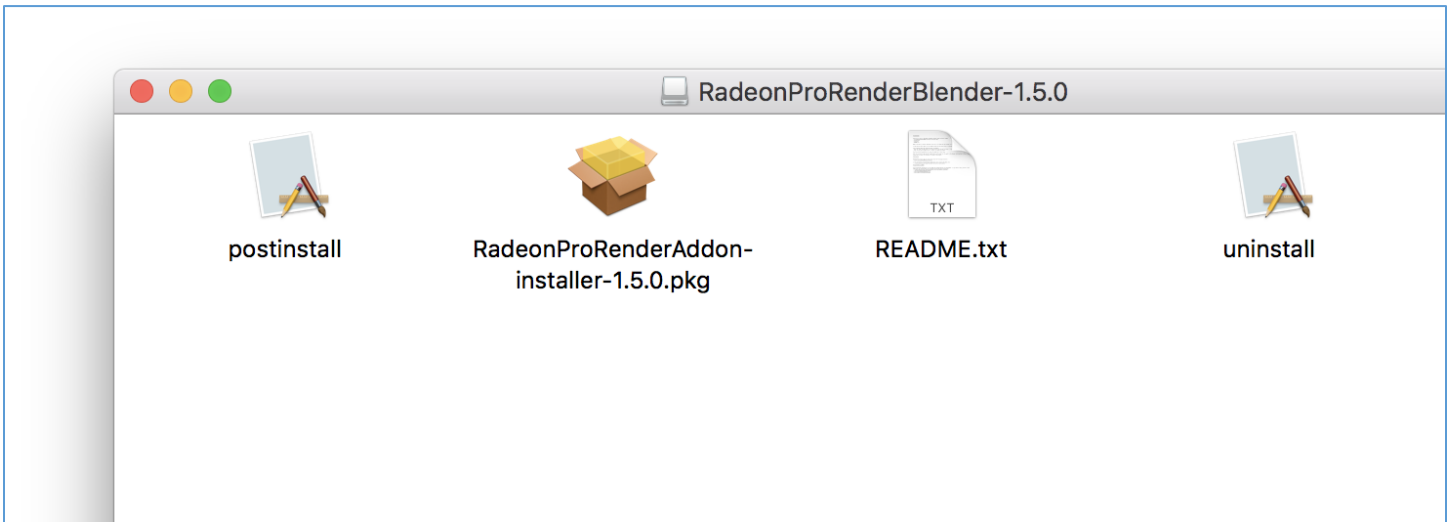
You will be emailed a code. Enter it here.



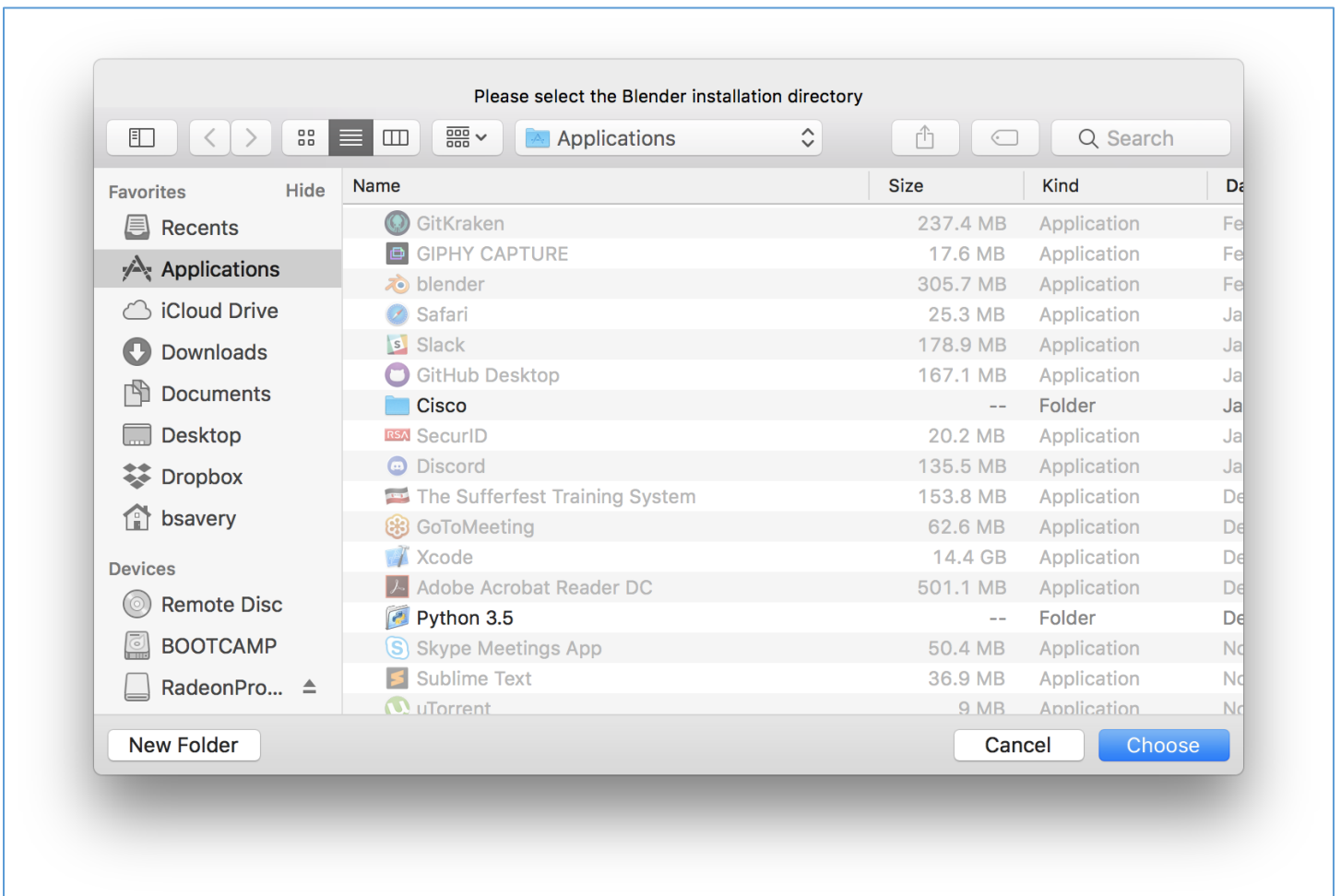
Confirmation that installation was successful.




Run the **postinstall** file.



Postinstall will prompt you to choose a Blender location. Unless you installed Blender in a non-standard place, click ok. Point to the usual location of the Blender app (/Applications), else just hit ok.





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