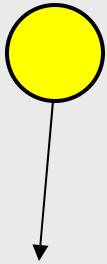
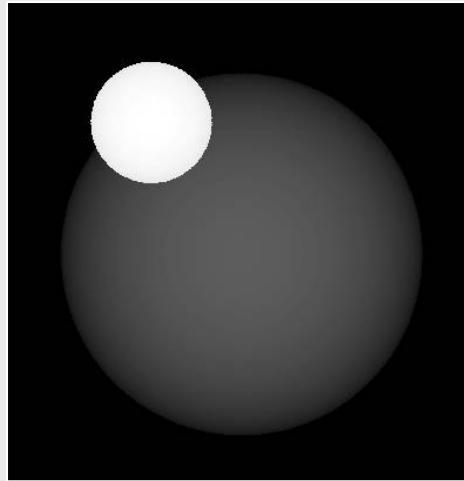


1. Render the Scene from the Point of View of a Light Source



2. Produce a "Depth Image"



## RenderMan Shadows



3. Use the Depth Image as part of a "Distant Shadow" Lightsource

