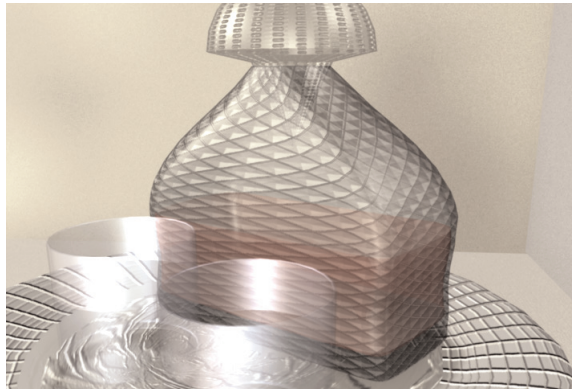# Render Optimization Part 1:

On the Advantages of Converting
Procedural Networks to File Textures
in two parts.
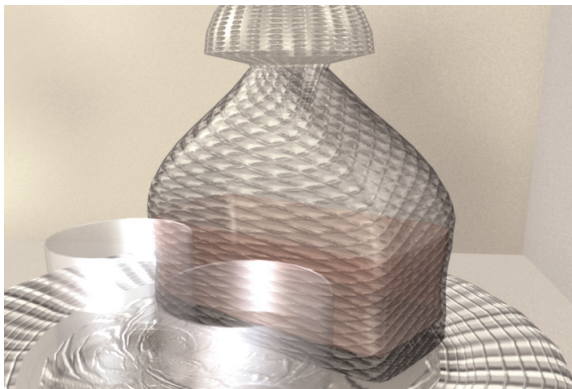
by Dru Abrams
rev. 9.21.2003
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Techniques and times baseded on Pentium 2.53 mhz processor
with 787mb Rdram 1066.
Maya 5.

Pre Convert to File Texture. All bump mapping in scene generated
with simple ramp and grid procedurals.

Render time per frame at D1 is 4 min, 30 sec.

Post Convert To File Textures. All file textures at 256x256.

Render time per frame at D1 is 3 min, 36 sec.