

# Using Displacement

The following sections describe displacement workflow in RenderMan for Maya (RfM) based on Mudbox and Zbrush workflow. You may be able to adapt this workflow to your own tools if necessary.

- [Mudbox Displacement Maps](#)
- [Zbrush Displacement Maps](#)

To match Displacement from previous versions of RenderMan, the following conversion may be of use:

To get a similar tessellation level, using a shading rate (deprecated) value of X would translate in using a micropolygonlength value of  $\sqrt{X}$ :

shading rate = 0.25, micropolygonlength = 0.5

shading rate = 1, micropolygonlength = 1

shading rate = 4, micropolygonlength = 2