**Procedural Shader**

To dynamically load a procedural, we can add a Dynamic Load Procedural node in the shop.

In order for it to work, we need to also add Min/Max Bounds.

In your geometry node, set the Procedural Shader to this procedural shop node.
Another way is by adding a `ri_objectpostinclude` or `ri_worldpostinclude` appropriately. Then type in exactly how you want it to appear in the RIB, e.g. `DynamicLoad" [*F3DProcPrim" "{test.f3d} {density}""] [-1 -1 1 -1 1]`