

# Supported Maya Nodes

## Hypershade Nodes

### Surface

Only [RenderMan shading](#) nodes are supported.

### Volumetric

Only [RenderMan volume](#) nodes are supported.

### Displacement

Only RenderMan [displacement](#) nodes are supported.

## 2D Textures

Bulge	✓
Checker	✓
Cloth	✓
File	✓
Fluid Texture 2D	✗
Fractal	✓
Grid	✓
Mandelbrot	✗
Mountain	✓
Movie	✗
Noise	✓
Ocean	✗
PSD File	✗
Ramp	✓
Substance	✗
Substance Output	✗
Water	✗

## 3D Textures

Brownian	✓
Cloud	✓
Crater	✓
Fluid Texture 3D	✗
Granite	✓
Leather	✓
Mandelbrot 3D	✗
Marble	✓
Rock	✓
Snow	✓

Solid Fractal	✓
Stucco	✓
Volume Noise	✓
Wood	✓

## Env Textures

See RenderMan's [PxrDome](#) and [PxrEnvDayLight](#)

## Other Textures

Layered Texture	✓
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## Lights

Only RenderMan [lights](#) are supported

## Utilities

### Image Planes

Image Plane	✓
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## Glow

Optical FX	✗
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## Rendering

Render Layer	✓
Render Pass	✗
Render Target	✗
Render Setup	✗

RenderMan has its own system for passes.

## Geometry

mesh	✓
nurbsSurface	✓
polySmoothProxy	✓
fur	✓
hair	✓
xgen	✓
particle	✓
instancer	✓
fluidShape	✓