

Shading

Shading and Look Development in Maya is natural using Maya's built in look development tools, combined with Pixar's powerful BXDFs. Using a combination of Pixar's and Maya's patterns and displacements combined with PxrSurface and PxrLayeredSurface or PxrVolume or PxrMarschnerHair BXDFs, pretty much any look can be achieved.

Pattern Nodes

- [Supported Native Maya Patterns](#)
- [Pixar Patterns](#)

Displacement Nodes

- [PxrDisplace](#)
- [PxrDispTransform](#)
- [PxrDispScalarLayer](#)
- [PxrDispVectorLayer](#)

BXDF Nodes

- [PxrSurface](#)
- [PxrLayeredSurface](#)
- [PxrMarschnerHair](#)
- [PxrVolume](#)
- PxrConstant - single color or texture
- PxrBlack - does not scatter/reflect light