

Shading Plugins

This section contains information for users wanting to write or modify materials, patterns, or custom solutions.

- [OSL in RenderMan](#)
- [Ri Material Binding](#)
- [RixShadingContext](#)
- [Writing Patterns](#)
- [RixShadingPlugin](#)
- [Vstructs](#)
- [Writing Bxdf](#)s
- [Per-Face Textures](#)