

# PxrMarschnerHair in Maya

 We do not support Camera Facing Curves in Xgen in RfM

## Texturing Hair

Add the following **Primvars** to the **uvSet** attribute in **PxrManifold2D** to texture your hair rigs.

Hair Generator	Primitive Variable
Maya Xgen, Houdini, Blender	scalpST
Yeti	surf_st