

Shading in Blender



Materials and shading networks in RenderMan for Blender are built up pretty much the same way as Blender's built-in renderers, using the Shader Editor. However, there are some shortcuts and UI widget differences.

- [Attaching a material](#)
- [Displacement in Blender](#)
- [Fur/Hair Shading in Blender](#)
- [Material Layering with PxrLayerSurface in Blender](#)
- [UDIMs in Blender](#)