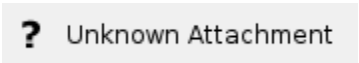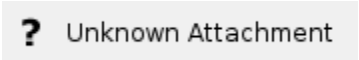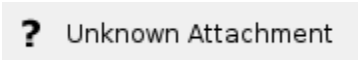# Lama Metals

The Lama Conductor node is used to create metal or conductive materials.
This first example uses physical IOR and Extinction values taken from the very useful reference website, PhysicallyBased.info

---

IOR & Extinction

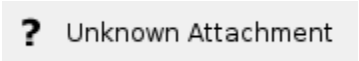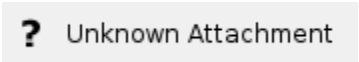This first example demonstrates how you can use the IOR and Extinction values from PhysicallyBased.info to accurately re-create real-world metals.

? Unknown Attachment

? Unknown Attachment

Copper Clean

? Unknown Attachment

Iron with a touch of Tail Mix

? Unknown Attachment

? Unknown Attachment

Gold with scratches

Harness the power of RenderMan's BumpRoughness and use a single map to drive Roughness, Bump & Anisotropy whilst retaining details no matter the distance the object is from the camera.

Tech Metal

This second example replicates a tech metal that you find on modern electronic devices.
The IOR and Extinction are both set to Aluminum and a touch of extra color variation is added by mixing a solid color with a PxrFractal.
The main look of this material is created with the bump and roughness driven by a PxrFractal noise, with the parameters dialed down to create a very small white noise pattern.

? Unknown Attachment

? Unknown Attachment   ? Unknown Attachment

? Unknown Attachment

? Unknown Attachment   ? Unknown Attachment