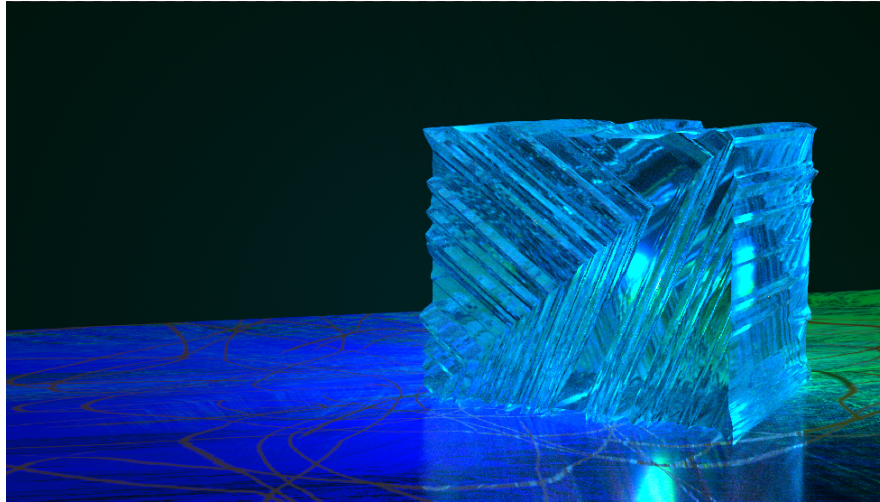
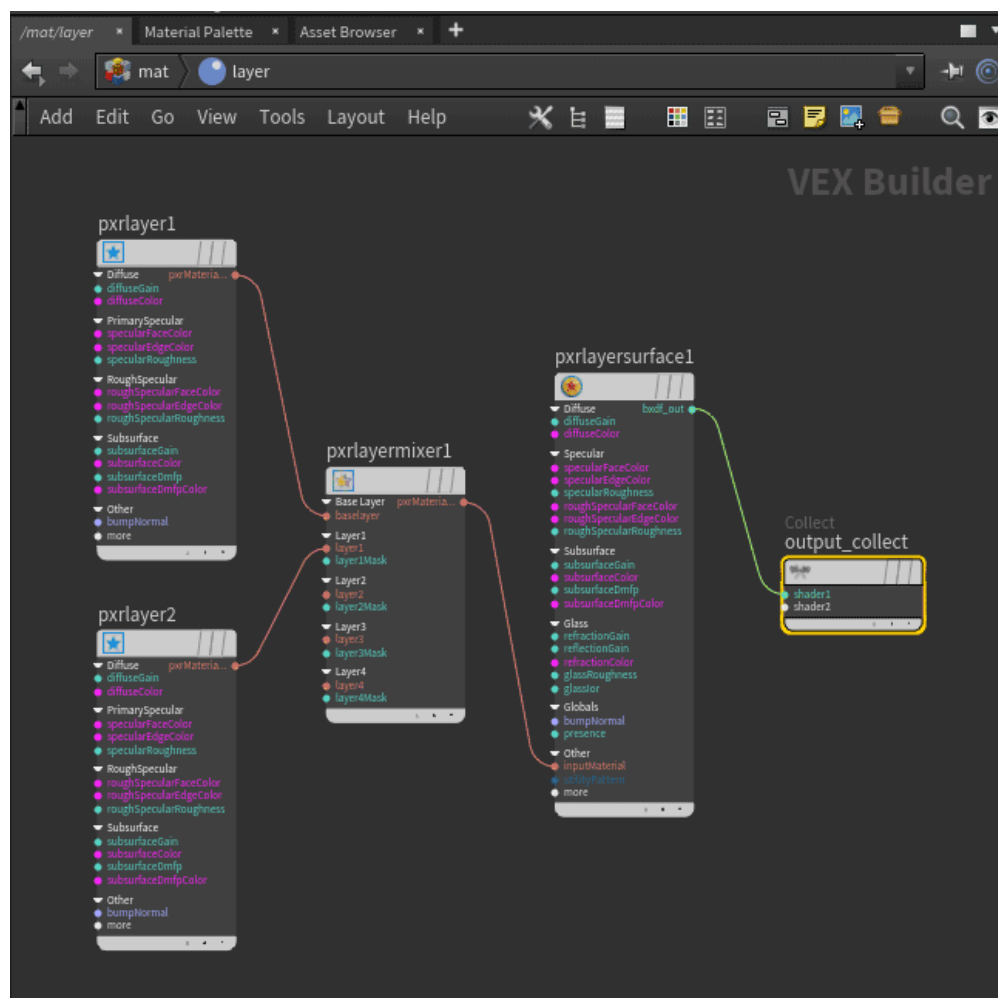


# Using Material Layers



You can find out all the details of PxrSurface and its layerable parameters by visiting the [Pixar Surface Materials](#).

For the easiest way to create a simple layered material, go to the RenderMan Menu and choose Create Material and select Pxr Layered Surface. We will create and network a layered material in the MAT pane.



## PxrLayer

We can override the parameters in `PxrSurface` using the `PxrLayer` options.

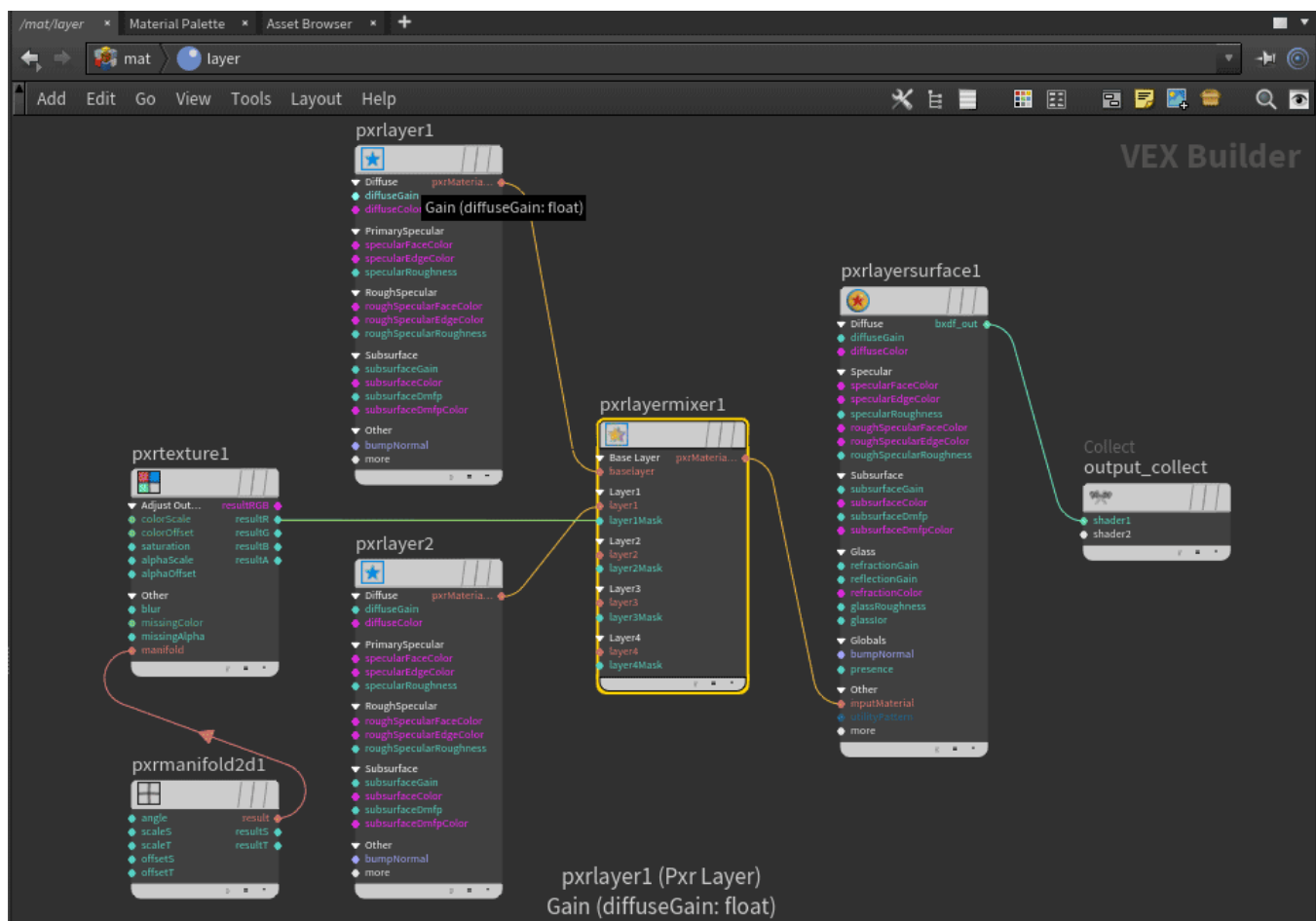
In this example, we set a green diffuse color in PxrSurface. Then we layer a PxrLayer node on top that has a cyan diffuse color. Note that one color covers the other, so we need to alter the Mixer node.

## Green Diffuse Color in PxrSurface

## Cyan Diffuse Color in PxrLayer

## PxrLayer Mixer

We can combine layers using `PxrLayerMixer`. The mixer is where we decide where and how layers are mixed using masks. Below, patterns are connected to the Mask in the Mixer.



### Diffuse layers

We can layer specular, iridescence, and other illumination lobes.

Specular Layers

Iridescence Layers