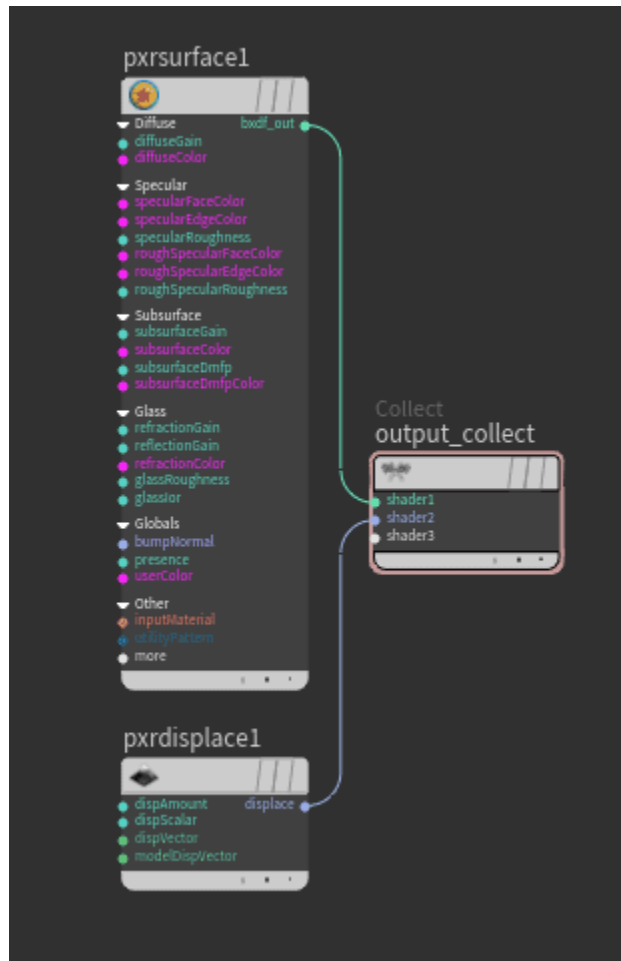


# Using Displacement

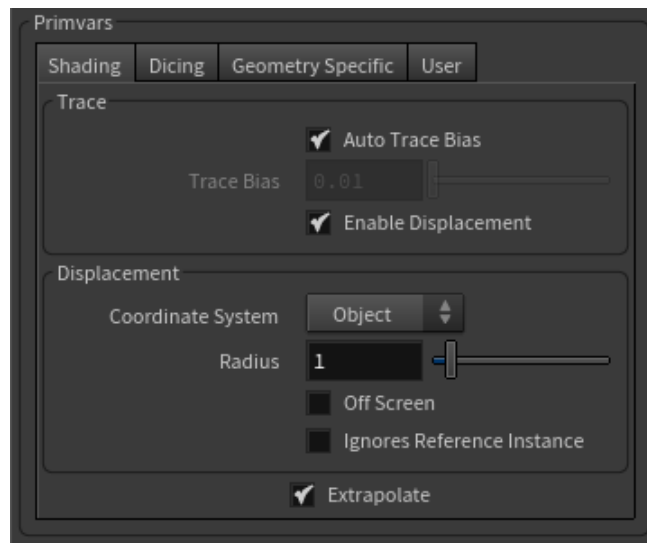


See [PxrDisplace](#) for how to add scalar and vector displacement as well as displacement layers.

- Add a PxrDisplace VOP to your RIS Network and connect to the PxrMaterialBuilder's output\_collect node. Wire your displacement map such as creating a [PxrTexture](#) VOP or [PxrPtexture](#) VOP for texture or ptex respectively. We can wire a shading network also. We recommend vector-based displacement, especially when layering.
- Wire your PxrDisplace VOP to the shader input of the output\_collect node.



- Displacement settings are found on the RenderMan tab > Primvars > Shading > Displacement on the geometry OBJ being displaced.



Trace displacements is on by default.

Set a displacement bound to render displacement, a setting of 0 turns off displacement on the object.