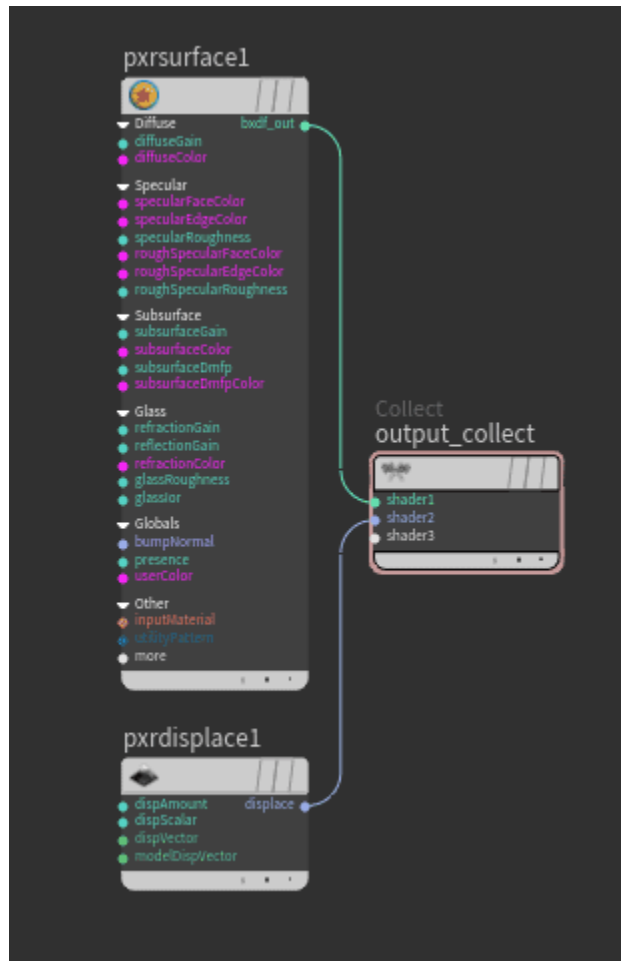# Using Displacement

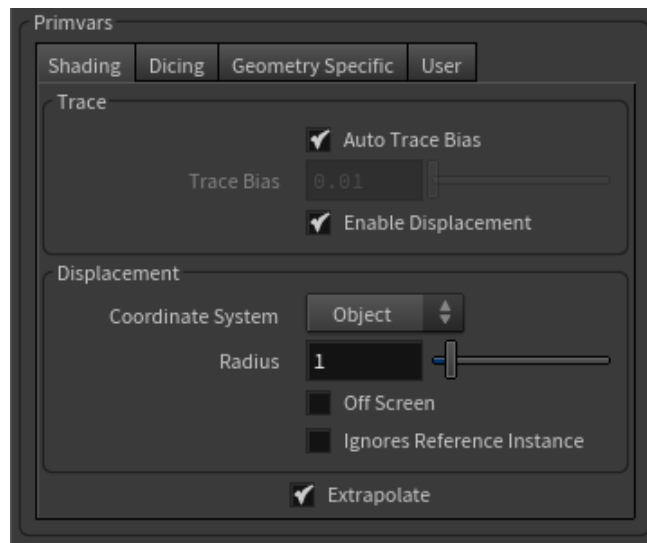> ⓘ See PxrDisplace for how to add scalar and vector displacement as well as displacement layers.

- ▪ 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.

Primvars

| Shading | Dicing | Geometry Specific | User |

Trace

☑ Auto Trace Bias

Trace Bias `0.01`

☑ Enable Displacement

Displacement

Coordinate System   Object

Radius   1

☐ Off Screen

☐ Ignores Reference Instance

☑ Extrapolate

✅ Trace displacements is on by default.

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