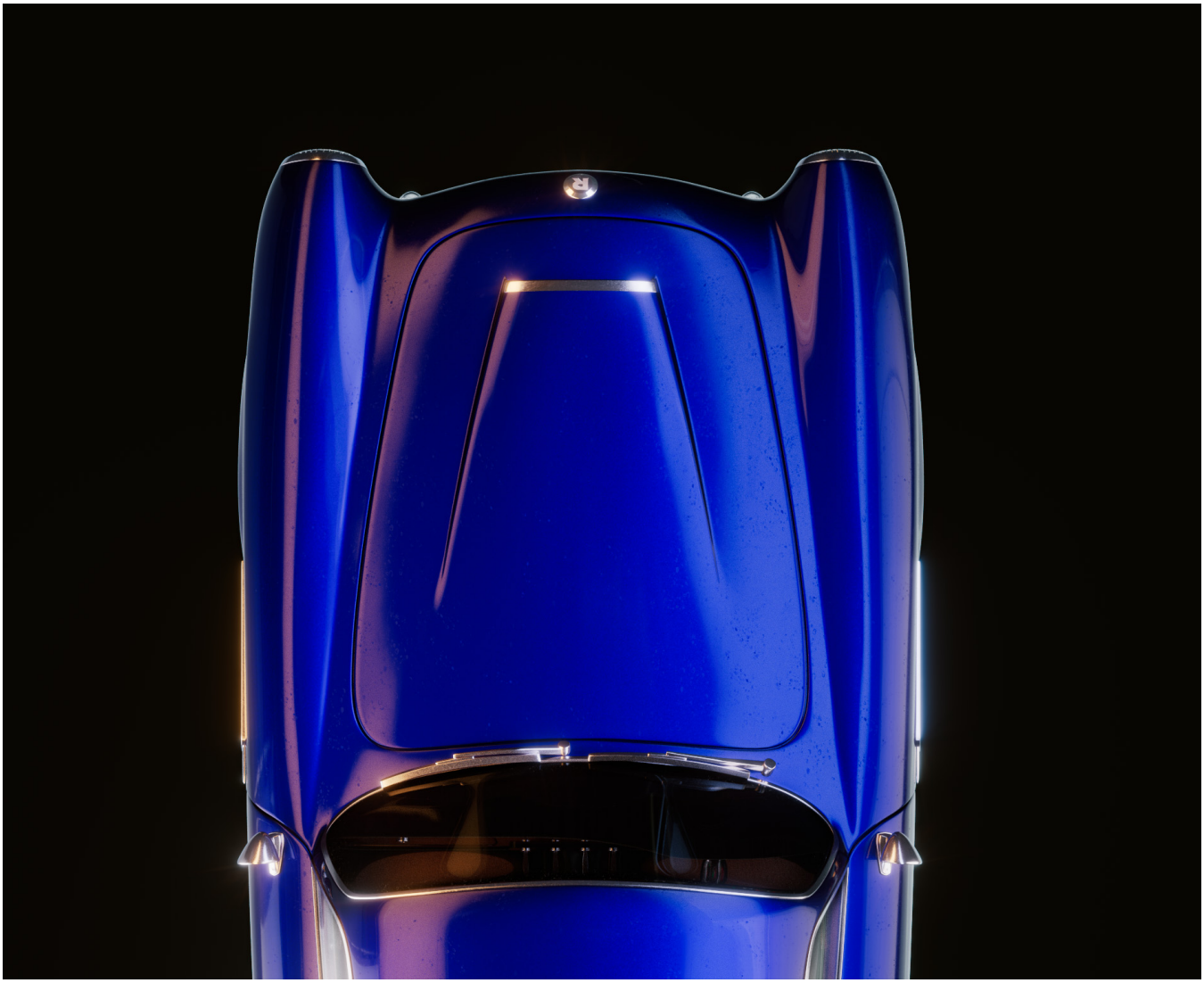
Shading

Shading and Look Development in Maya is natural using Maya's built in look development tools, combined with Pixar's powerful BXDFs. Using a combination of Pixar and Maya patterns with the multitude of available BXDFs, any look can be achieved.



Pattern Nodes

- Supported Native Maya Patterns
- Pixar Patterns

Displacement Nodes

- PxrDisplace
- PxrDispTransform
- PxrDispScalarLayer
- PxrDispVectorLayer

BXDF Nodes

- PxrSurface
- PxrLayeredSurface
- PxrMarschnerHair
- PxrVolume
- MaterialX Lama
- PxrConstant - single color or texture

- PxrBlack - does not scatter/reflect light

