Supported Maya Nodes

Hypershade Nodes

Surface

Only RenderMan shading nodes are supported.

Volumetric

Only RenderMan volume nodes are supported.

Displacement

Only RenderMan displacement nodes are supported.

2D Textures

Bulge	✅
Checker	✅
Cloth	✅
File	✅
Fluid Texture 2D	❌
Fractal	✅
Grid	✅
Mandelbrot	❌
Mountain	✅
Movie	❌
Noise	✅
Ocean	❌
PSD File	❌
Ramp	✅
Substance	❌
Substance Output	❌
Water	❌

3D Textures

Brownian	✅
Cloud	✅
Crater	✅
Fluid Texture 3D	❌
Granite	✅
Leather	✅
Mandelbrot 3D	❌
Marble	✅
Rock	✅
Snow	✅

Solid Fractal	✅
Stucco	✅
Volume Noise	✅
Wood	✅

Env Textures

See RenderMan's PxrDome and PxrEnvDayLight

Other Textures

Layered Texture	✅

Lights

Only RenderMan lights are supported

Utilities

Image Planes

Image Plane	✅

Glow

Optical FX	❌

Rendering

Render Layer	✅
Render Pass	❌
Render Target	❌
Render Setup	✅

RenderMan has its own system for passes kown as AOVs and LPE.

Geometry

mesh	✅
nurbsSurface	✅
polySmoothProxy	✅
fur	✅
hair	✅
xgen	✅
particle • Point • Streak • Sprite • Sphere	✅
instancer	✅
3D Maya Fluids	✅
2D Maya Fluids	❌
Bifrost	❌