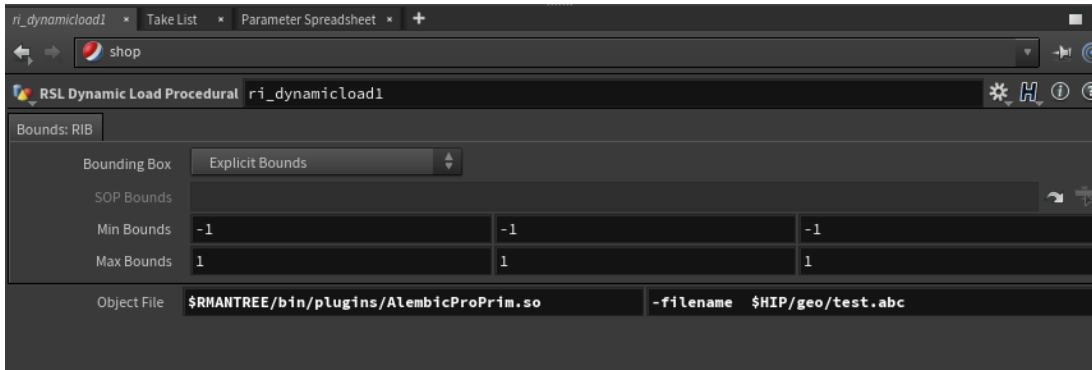
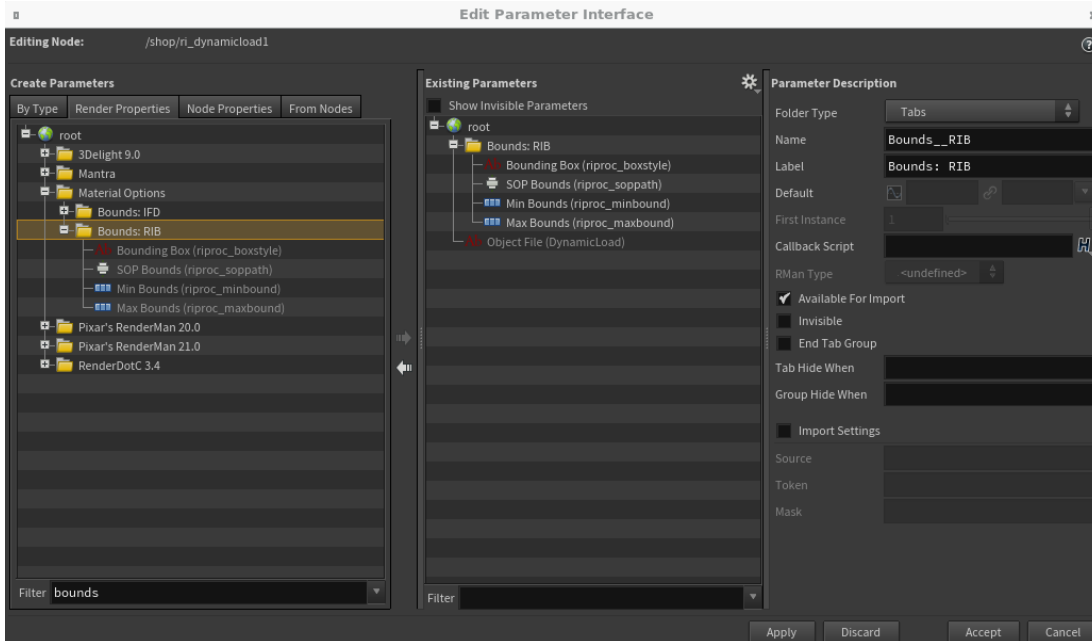


Procedural Shader

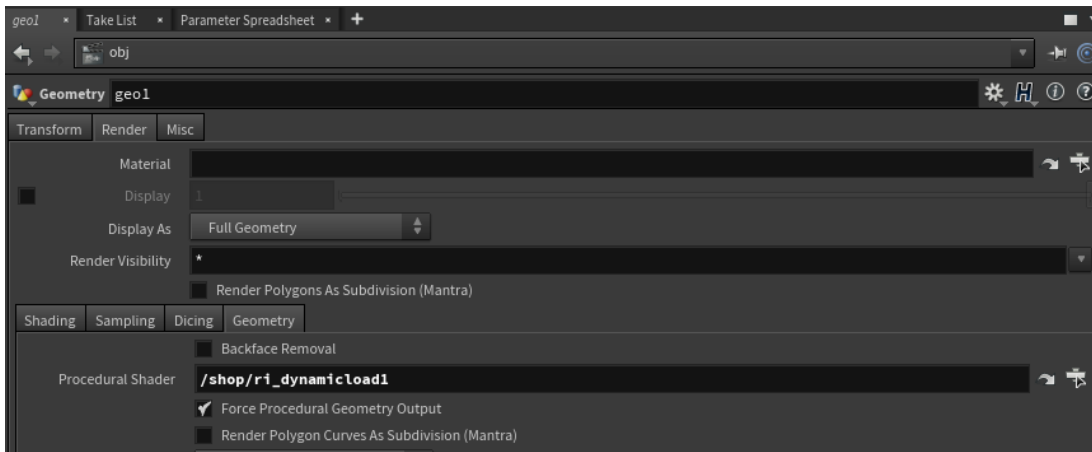
To dynamically load a procedural, we can add a **Dynamic Load Procedural** node in the **shop/**.



In order for it to work, we need to also add **Min/Max Bounds**.



In your geometry node, set the **Procedural Shader** to this procedural shop node.



Another way is by adding a **ri_objectpostinclude** or **ri_worldpostinclude** appropriately. Then type in exactly how you want it to appear in the RIB, e.g. `DynamicLoad ["F3DProcPrim" "{test.f3d} {density}"] [-1 1 -1 1 -1 1]`

