

Creating A Material

Ant modeled by Sunny Chopra. Concept/Lit/Shaded by Chu Tang.

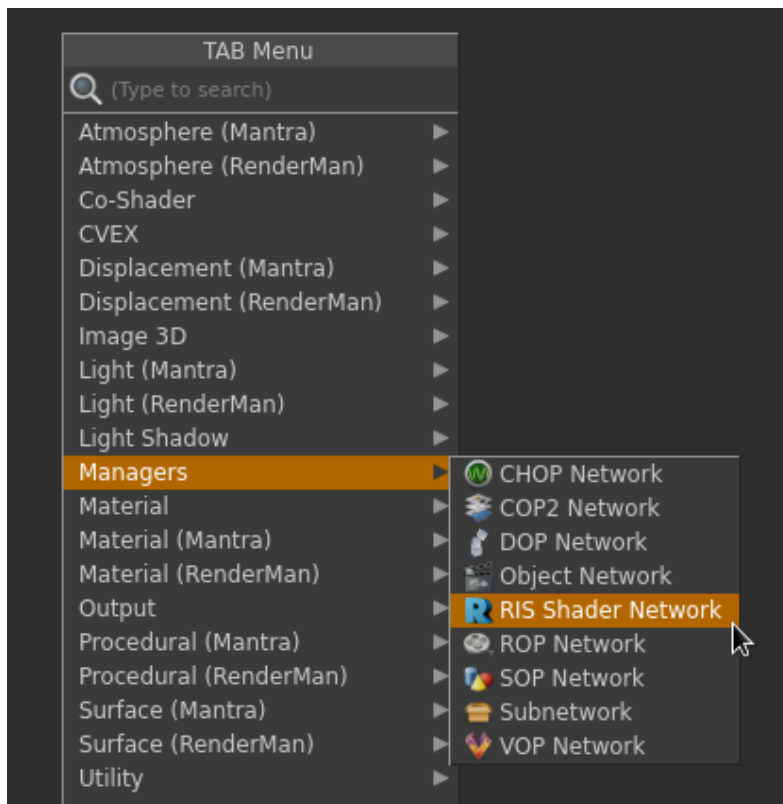
We can create a material using the RenderMan Shelf or in the shop pane.

Using RenderMan Shelf

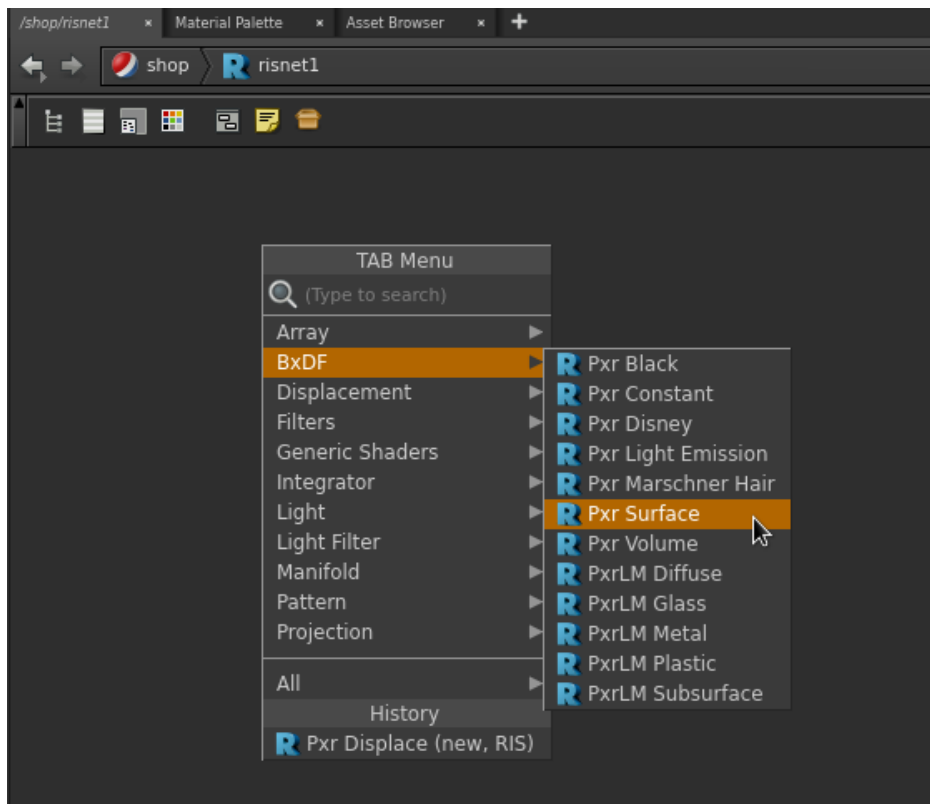
To create a material which is a Bxdf in RenderMan, we can simply click on the **Surface**, **Marschner**, or **Volume** tool in the [RenderMan Shelf](#).

Using the shop Pane

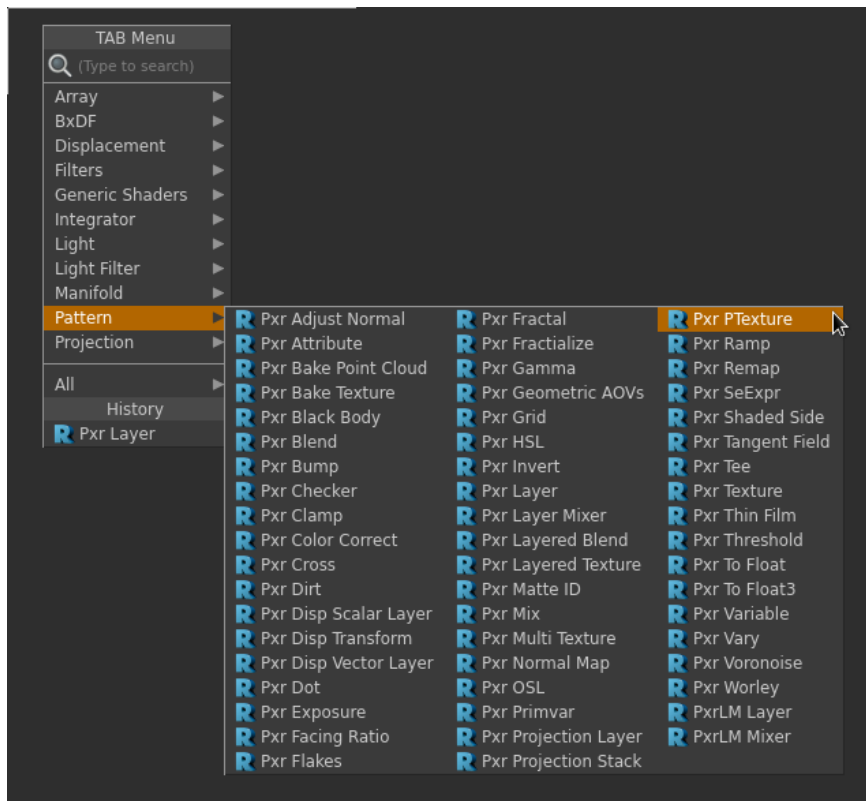
- Create a RIS network.



- Dive into the RIS network and create a **Bxdf** VOP.



- Add **Pattern** VOP to modify the Bxdf setting.



Assign Material

To assign the material to your object, simply drag the material op path to Material.

