
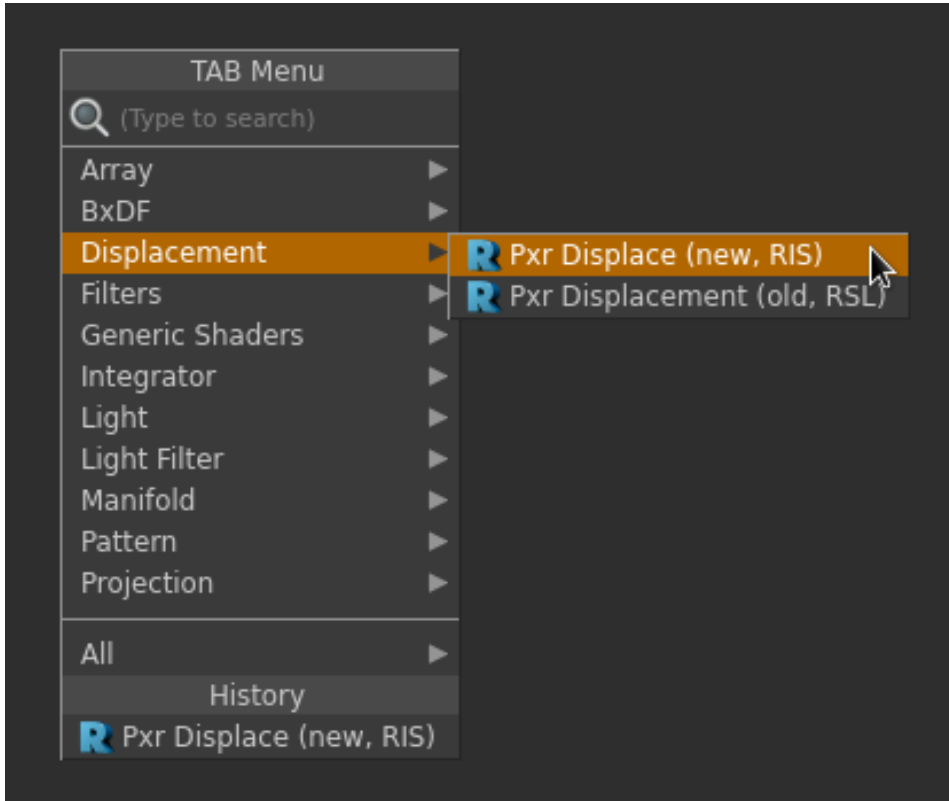


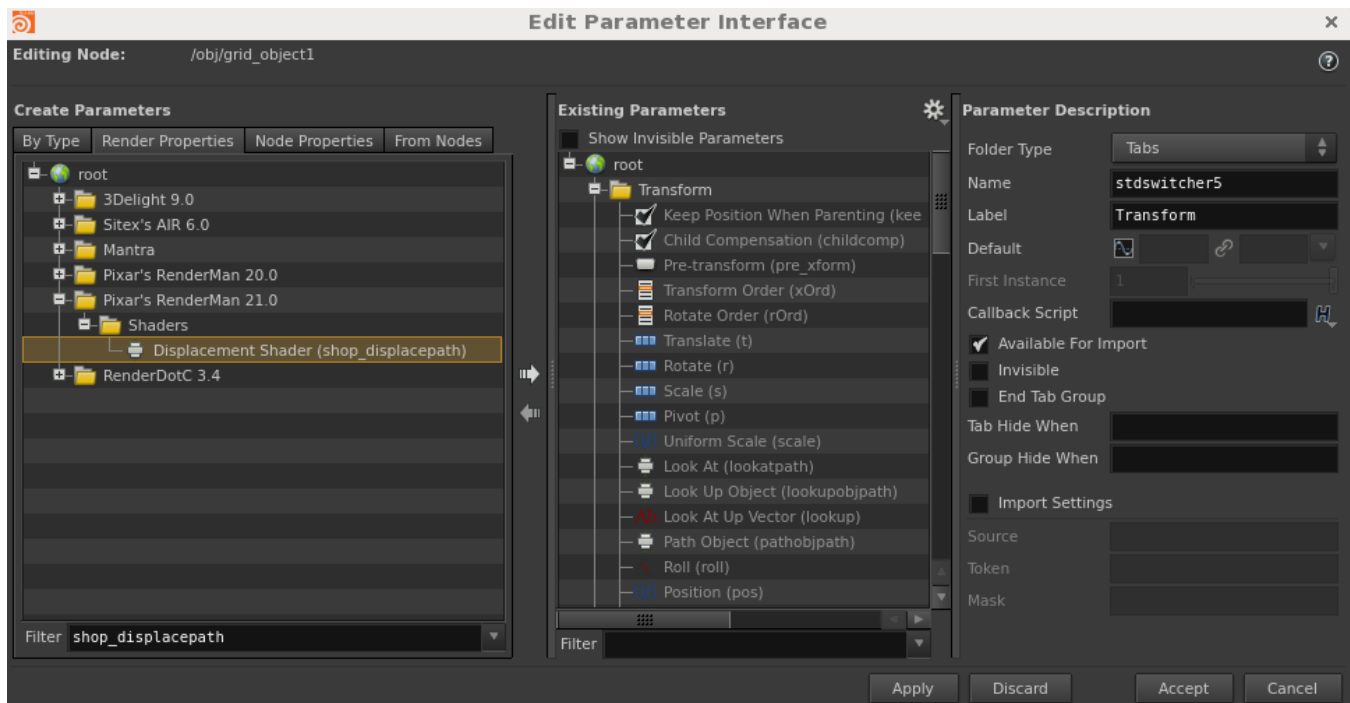
Using Displacement

 See [PxrDisplace](#) for how to add scalar and vector displacement as well as displacement layers.

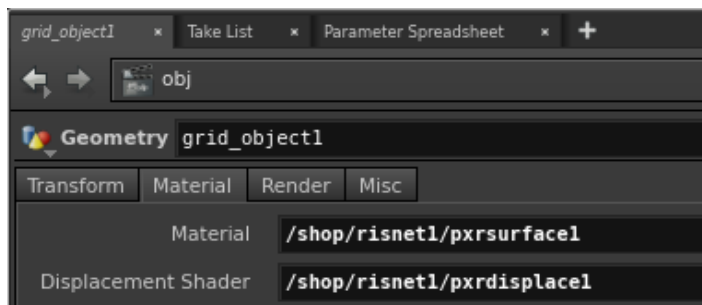
- Add a [PxrDisplace](#) VOP to your RIS Network. Wire your displacement map such as creating a [PxrTexture](#) VOP or [PxrPtexture](#) VOP for texture or ptex respectively. We can wire a shading network also.



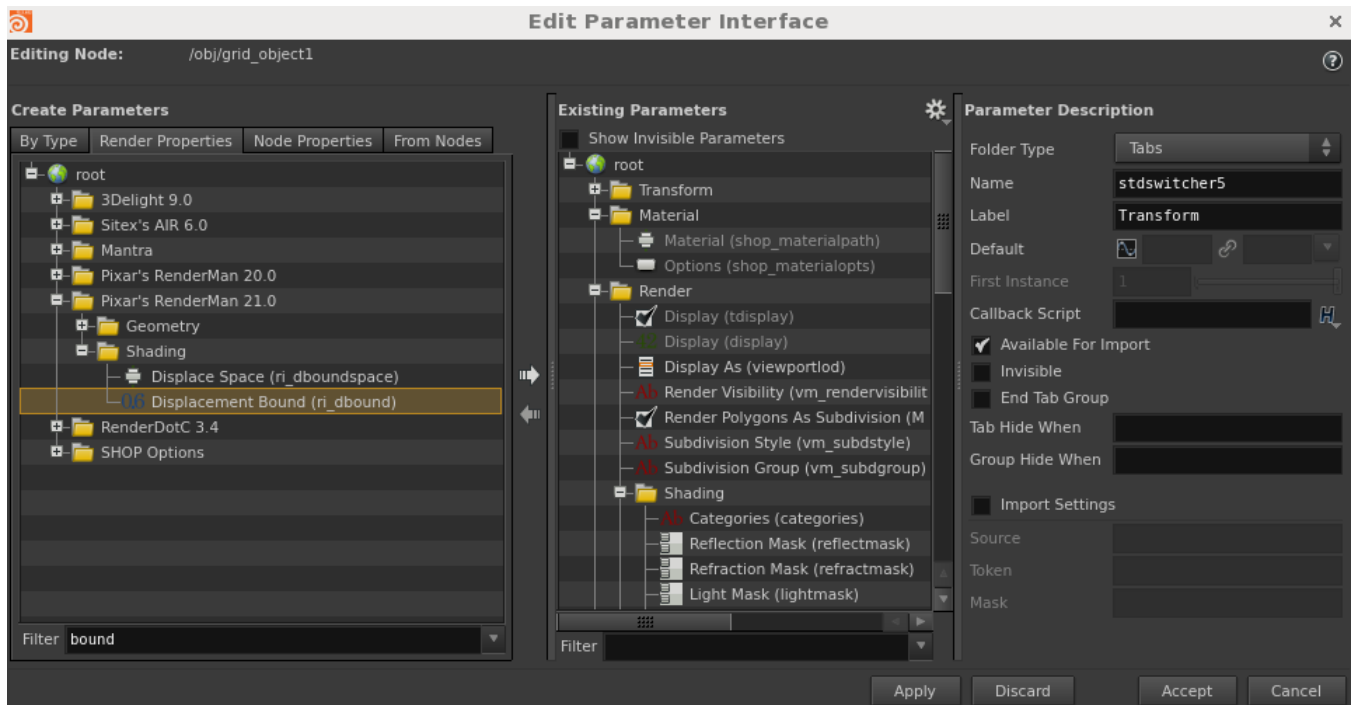
- Add **shop_displacepath** to your object. Drag this parameter to the **Material** folder on the right.



- Drag the pxrdisplace VOP path to the Displacement Shader.



- Last but not least, you need to set your **Displacement Bound** to see the displacement.



Trace displacements is on by default.