

MaterialX Lama



Jurassic World: Dominion © Universal Pictures

MaterialX Lama is a state of the art material layering system developed at Industrial Light & Magic that introduces a modular approach to building material networks and includes recent shading R&D work on energy conservation and dispersion.

The MaterialX Lama project represents ongoing R&D into materials at ILM, and represents one facet of the larger MaterialX project.

MaterialX Lama node composition also offers a simpler built-in mechanism for energy conservation and other properties, because of its fundamental focus on layering of physically based responses.

MaterialX Lama is battle-tested at ILM and RenderMan will be able to take advantage of ongoing work as it evolves.



- [MaterialX Lama Layering](#)
- [LamaConductor](#)
- [LamaDielectric](#)

- [LamaDiffuse](#)
- [LamaEmission](#)
- [LamaGeneralizedSchlick](#)
- [LamaHairChiang](#)
- [LamaIridescence](#)
- [LamaSheen](#)
- [LamaSSS](#)
- [LamaSurface](#)
- [LamaTranslucent](#)
- [LamaTricolorSSS](#)