

# Geometry in Maya

Geometry in Maya makes use of the many options available in RenderMan. To explore these in a generic discussion, take a look at their [home](#). Below is a discussion of each of these as they are used inside of Maya. This is not an exhaustive list and will grow!

## Geometry in Maya

- [Archives in Maya](#)
- [Curves in Maya](#)
- [Instances in Maya](#)
- [Particles in Maya](#)
- [Subdivision Surfaces in Maya](#)
- [OpenVDB Volumes in Maya](#)
- [Aggregate Volumes in Maya](#)
- [Geometric Settings](#)
- [Alembic Workflows](#)