

3Delight for Maya Maya HypershadeMaya

3Delight for Maya

3Delight for MayaPhysically Plausible ()

3Delight's Material

3Delight for Maya Physically Plausible

3Delight Material –

3Delight Skin –

3Delight Glass –

3Delight Hair –

3Delight Sky

RenderManHyperShade:[The RenderMan Code Node](#).

Maya & Mental Ray

MayaMental RayMaya

 3Delight For MayaMayaHyperShade
HyperShadeRenderMan3Delight

Maya					
addDoubleLinear	anisotropic	blendColors	blinn	brownian	bulge
bump2d	bump3d	checker	clearCoat	cloth	cloud
condition	contrast	directionalLight	displacementShader	distanceBetween	doubleShadingSwitch
envChrome	envCube	envSphere	file	fluidShape	fluid_utils
fractal	gammaCorrect	global_illumination	granite	grid	hsvToRgb
lamBERT	layeredShader	layeredTexture	leather	lightInfo	light_utils
luminance	marble	mi_bump_flakes	mi_car_paint_phen	mi_metallic_paint	mia_material
mia_material_x	mia_material_x_passes	mia_physicalsky	mib_amb_occlusion	mib_glossy_reflection	mib_glossy_refraction
mib_illum_cooktorr	mib_illum_lambert	mib_illum_phong	misss_fast_shader	misss_fast_simple_maya	misss_fast_skin_maya
misss_set_normal	misss_skin_specular	multDoubleLinear	multiplyDivide	noise	noise_utils
ocean	oceanShader	ocean_utils	particleCloud	particleSamplerInfo	phong
phongE	place2dTexture	place3dTexture	plusMinusAverage	pointLight	projection
psdFileTex	quadShadingSwitch	ramp	rampShader	ramp_utils	remapColor
remapHsv	remapValue	reverse	rgbToHsv	rock	samplerInfo
setRange	shadingMap	shading_utils	singleShadingSwitch	smear	snow
solidFractal	spotLight	stencil	stucco	studioClearCoat	surfaceLuminance
surfaceShader	texture3d	tripleShadingSwitch	useBackground	utils	uvChooser
vectorProduct	volumeLight	volumeNoise	wood		