Shaders

3Delight for Maya provides a rich variety of shaders, including materials for physically plausible shading, high performance volume shaders and utility nodes. They are all efficient OSL based shaders. For custom materials, users can define their own OSL shading nodes. This is explained in Custom HyperShade Nodes.

Content:

HyperShade Support

3Delight for Maya can render any *Maya HyperShade* network. Scenes that are setup using the usual *Maya* workflow will work out-of-the-box with *3Delight for Maya.* Here is a list of all supported *Maya* shader nodes, in alphabetical order:

addDoubleLinear
anisotropic
blendColors
blinn
brownian
bulge
bump2d
bump3d
checker
clamp
cloth
cloud
condition
contrast
displacementShader
distanceBetween
envChrome
file
fourByFourMatrix
fractal
gammaCorrect
granite
grid
hsvToRgb
imagePlane
lambert
leather
luminance
marble
multDoubleLinear
multiplyDivide
noise
ocean
place2dTexture
place3dTexture
psdFileTex
ramp
remapColor
remapHsv
remapValue
reverse
rgbToHsv
rock
samplerInfo
setRange
smear
snow
solidFractal
stencil
stucco
surfaceLuminance
surfaceShader
uvChooser
vectorProduct
volumeNoise
wood