

# 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:

### Materials

- Principled
- Car Paint
- Glass
- Hair And Fur
- Layered Material
- Metal
- Random Material
- Skin
- Substance
- Thin
- Toon
- Toon Glass
- Constant

### 2D Textures

- Ramp
- Texture
- Tiles

### 3D Textures

- Triplanar
- Worley Noise
- Box Noise
- Solid Ramp
- Flakes
- Noise

### Environment

- 3Delight Sky

### Volume

- Atmosphere
- Open VDB

### Utility

- Color
- Color Blend
- Color Blend Multi
- Color Correction
- Color Variation
- Curve UV Coordinates
- Displacement Blend
- Facing Ratio
- Float
- Float Blend
- Float Math
- Primitive Attribute
- Random Color
- UV

### Custom HyperShade Nodes

# HyperShade Support

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*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  
lamert  
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