

# Shaders

*3Delight for Cinema 4D* 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 Shader Nodes](#).

## Content:

### Materials

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

### 2D Textures

- Ramp
- Texture

### 3D Textures

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

### Environment

- 3Delight Sky

### Volume

- Atmosphere
- Open VDB

### Utility

- Color Blend
- Color Correction
- Color Variation
- Displacement Blend
- Facing Ratio
- Primitive Attribute
- Random Color
- UV

### Loading OSL shaders