

Shaders

Below is a list of all of the available shaders in MtoA.

- Ai UserData Shaders
- AOV Shaders
- Color
- Conversion
- Displacement
- Math Shaders
- Matrix Shaders
- Maya Shaders
- Shading Engine
- Surface
- Texture Shaders
- Utility Shaders
- Volume Shaders
- Third Party Shaders
- Legacy Shaders

When using Color Management in Maya (2017), normal maps, vector displacement maps and HDR maps should be set to **RAW**. More information can be found [here](#).

Tutorials that cover writing shaders for use in MtoA can be found [here](#).