

Shaders

SitoA exposes all the Arnold core shaders and supports some of the legacy Softimage shaders. Also, SitoA is able to auto-define a basic UI for custom shaders that just provide their dll/so library file.

- [Closure Connector](#)
- [Displacement](#)
- [Arnold shaders](#)
- [Softimage shaders](#)
- [Dll-so shaders](#)
- [Third Party Shaders](#)
- [Legacy Shaders](#)