

Utility Shaders

Below is a list of Utility shaders available in HtoA.

- Blackbody
- Cache
- Camera Projection
- Clamp
- Compare
- Complex IOR
- Curvature
- Facing Ratio
- Fetch
- Length
- Matte
- Passthrough
- Range
- Round Corners
- Space Transform
- Switch
- Trace Set
- Utility
- UV Projection