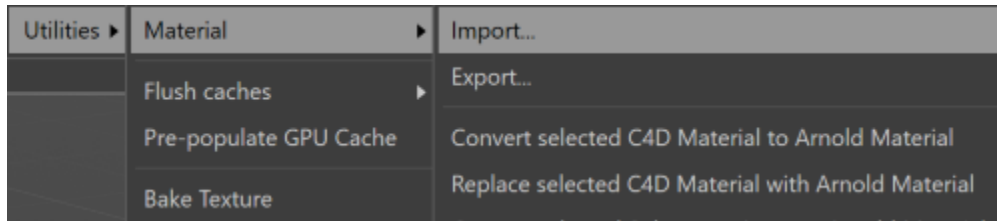


Material Import

You can import shader networks from ASS or MaterialX files to Arnold Materials via the *Utilities > Material > Import...* menu or the **Alt+W-I** shortcut from the Material Manager.



You can not import materials from MaterialX look files (see [Export MaterialX Look](#)).

Select the ASS or MaterialX file from the file browser. The plugin reads the shaders from the file and adds new Arnold Materials to the scene.

Limitations:

- Shaders exported from other DCCs may not be tagged as surface and displacement shaders. In this case the displacement shaders are imported as surface shaders to a new material and they have to be manually moved and connected to the displacement port of the right material.



Shaders can be imported to existing Arnold Materials from the [Arnold Shader Network Editor](#).