

Shapes

Shapes in Arnold are nodes which represent geometry, e.g. polymesh, points, curves, volume object, etc. These nodes are usually represented as different objects or group of objects in Cinema 4D.

The following pages describe specific shapes and their parameters supported by Arnold:

- [Geometry Parameters](#)
- [Subdivision Surface](#)
- [Arnold Procedural](#)
- [Arnold Scatter](#)
- [Hair object](#)
- [Particles](#)
- [Splines](#)
- [Volumes](#)