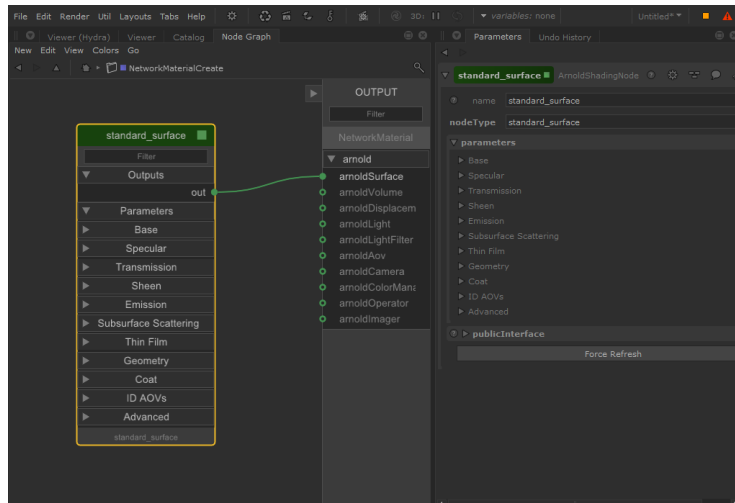



Shaders

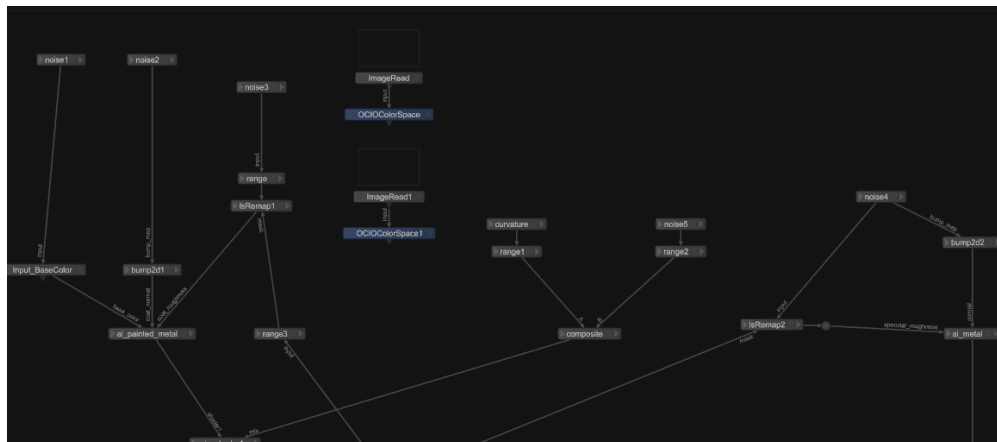


Arnold shaders available via the `NetworkMaterialCreate`

 Information about creating and assigning shaders can be found [here](#).

KtoA provides the following Arnold shaders:

- [AOV Shaders](#)
- [Color Shaders](#)
- [Conversion Shaders](#)
- [Displacement Shading](#)
- [Math Shaders](#)
- [Matrix Shaders](#)
- [Shading State Shaders](#)
- [Surface Shaders](#)
- [Texture Shaders](#)
- [Third Party Shaders](#)
- [User Data Shaders](#)
- [Utility Shaders](#)
- [Volume Shaders](#)
- [Legacy Shaders](#)



Painted Metal shader network

