
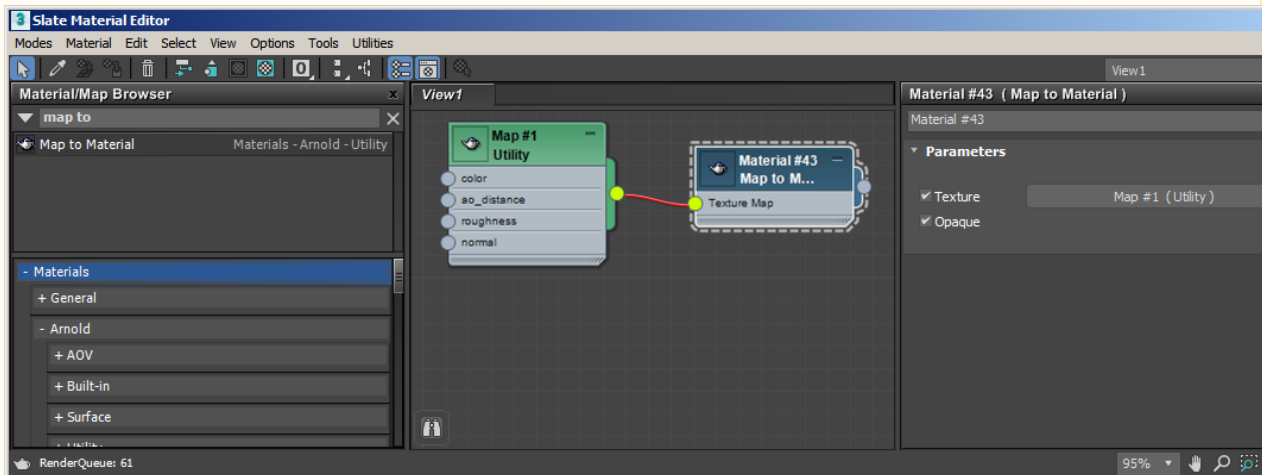


Maps

The following Arnold Maps are available in MAXtoA:

- AOV Maps
- 3ds Max Maps
- Bump Maps
- Color
- Conversion
- Math Maps
- Shading State
- Surface Maps
- User Data Shaders
- Utility Maps
- Volume Maps
- Texture Shaders

 *Map to Material* can be used to assign *Map* shaders (that are not closures) from the Arnold 'Maps' group in the Slate Editor directly to objects in your scene. It can be found under **Material/Map Browser-> Materials-> Utility** in the Slate Material Editor.



utility Map connected to Map to Material