

Shading

Below is a list of surface shaders available in HtoA:

- Ambient Occlusion
- Bump2D
- Bump3D
- Car Paint
- Clip Geo
- Flat
- Lambert
- Layer Shader
- Motion Vector
- Ray Switch RGBA
- Ray Switch
- Shadow Matte
- Standard Hair
- Standard Surface
- Thin Film Standard
- Toon
- Two Sided
- Wireframe
- Volume Sample Float
- Volume Sample RGB