

Points

For shapes of type point, disc, rectangle, sphere, box, cylinder and cone, the points are exported using the respective native Arnold nodes.

For example, Arnold has a *points* node, whose mode can be either *disk*, *sphere*, *quad*. If the ICE shape is Points, we export a *points* node in *disk* mode, etc.

Any ICE attribute can be read in the rendertree with the standard attribute shaders.

The following is a table showing how each ICE shape is translated into Arnold.

ICE SHAPE	ARNOLD SHAPE
Point	points (mode "disk")
Disc	disk
Rectangle	polymesh, one quad per point
Box	polymesh, 6 quad per point
Sphere	points (mode "sphere")
Cylinder	cylinder
Cone	cone
Instance Shape	ginstance

The Segment, Capsule, and Blob shapes are not supported. SltToA skips them and they are not translated into the Arnold scene source.

