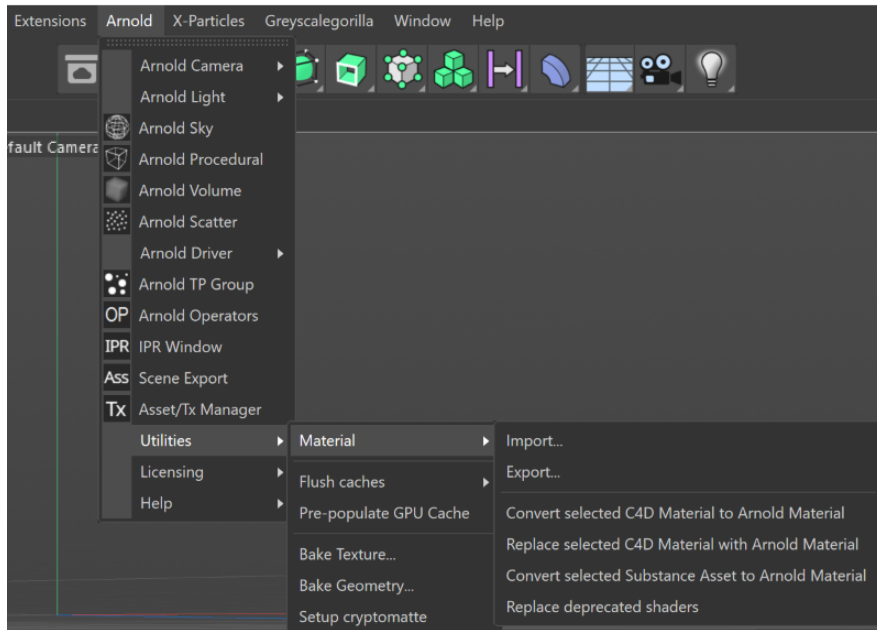


Material Commands

The **Arnold > Utilities > Materials** menu contains some useful commands to help to work with the **Arnold Material**.



Create New Arnold Shader Network Material

This command adds a new **Arnold Shader Network Material** to the scene and opens the network editor.

Default shortcut is **Alt+W-N** in the Material Browser.

Convert the Selected C4D Material to an Arnold Material

Adds a new Arnold Material to the scene with the shader network converted from the selected C4D Material.



Note that the resulting Arnold Material won't be a perfect match to the C4D Material since Arnold has different shaders and concepts. See the [Cinema 4D Material page](#) for the supported features and limitations.

Default shortcut is **Alt+W-C** in the Material Browser.

Replace the Selected C4D Material with an Arnold Material

Creates a new **Arnold Material** with the shader network converted from the selected C4D Material and replaces the original C4D Material in the scene with the new Arnold Material.

Default shortcut is **Alt+W-M** in the Material Browser.

Convert the Selected Substance Asset to an Arnold Material

Adds a new **Arnold Material** to the scene and builds a shader network according to the selected Substance Asset. The main node in the network is a **standard shader**. A **Substance Shader** is created for each texture of the asset and connected to the right parameter.

Substance texture	Color space	Arnold shader network
Base color	sRGB	Connected to the <i>Diffuse color</i> of the standard shader.
Diffuse	sRGB	Connected to the <i>Diffuse color</i> of the standard shader when no Base color texture exists.
Specular	sRGB	Connected to the <i>Specular color</i> of the standard shader. <i>Specular weight</i> is set to <i>1.0</i> , the <i>Specular distribution</i> is set to <i>GGX</i> .
Roughness	linear	Connected to the <i>Specular roughness</i> of the standard shader.
f0	linear	Connected to the <i>Reflectance at normal</i> of the standard shader. <i>Specular Fresnel</i> is enabled.
Normal	linear	A normal map shader is created and the texture is connected to its <i>Normal map</i> parameter.

Bump	linear	A bump2d shader is created and the texture is connected to its <i>Bump map</i> parameter.
Displacement	linear	A normal displacement shader is created and the texture is connected to its <i>Displacement</i> parameter.
Reflection	sRGB	Connected to the <i>Reflection color</i> of the standard shader. <i>Reflection weight</i> is set to 1.0.
Refraction	sRGB	Connected to the <i>Refraction color</i> of the standard shader. <i>Refraction weight</i> is set to 1.0.
Emission	sRGB	Connected to the <i>Emission color</i> of the standard shader. <i>Emission weight</i> is set to 1.0.
Opacity	sRGB	Connected to the <i>Opacity</i> of the standard shader.
Metallic	linear	Mixes between the Specular texture and a complex IOR shader with the Base color as <i>Reflectivity</i> and the Specular as <i>Edge tint</i> . Connected to the Specular Color of the standard shader.

Default shortcut is **Alt+W-C** in the Substance Asset Manager.



The command is available only in CINEMA 4D R18 and above.

Convert Deprecated Shaders to New Shaders

The [hair](#), [standard](#), and [volume_collector](#) shaders are deprecated in Arnold 5, they will be removed in a future release. Use this command to convert these shaders in the scene to their replacements ([standard_hair](#), [standard_surface](#), and [standard_volume](#)). The shaders can be converted individually as well.