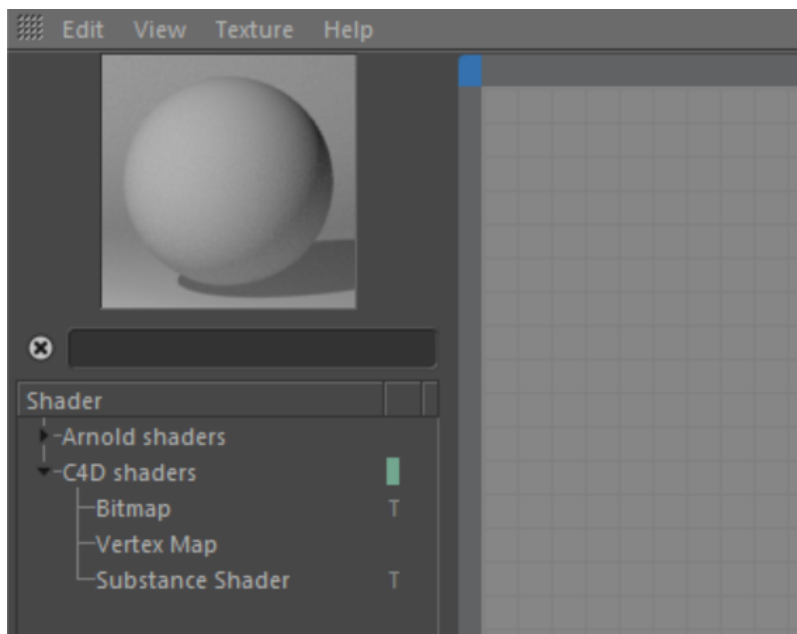


# Cinema 4D Shaders



Supported shaders are listed in the Arnold Shader Network Editor under the 'C4D shaders' group

The following native C4D shaders are supported by C4DtoA:

- [Bitmap](#)
- [Vertex Map](#)
- [Substance Shader](#)