

# Arnold 5.0+

 MtoA Arnold **Standard** Standard Surface

Arnold 5

## Standard ?

*standard standard\_surface standard* Arnold

## Standard Surface ?

1.0 *standard\_surface* Standard 1.0

## Standard Surface Refraction Roughness?

*specular\_roughness transmission extra\_roughness coat*

## GGX ?

GGX *standard\_surface*

?

**Specular IOR**

## Standard Surface Backlighting/Translucency ?

*thin\_walled subsurface\_weight* 0.5

## IOR Metalness ?

IOR Metalness *IOR*

## Skin ?

*Standard Surface* SSS 3

## Hair ?

*standard\_hair hair* Arnold

## UV ?

*standard\_hair* uvset uvset

?

*standard\_volume* Volume Collector Arnold

## OSL ?

OSL

## Shadow Catcher

*shadow\_catcher shadow\_matte*

 **ASS**

Arnold 4 .ass Arnold 5 Arnold 5 .ass Arnold 4

**Sky**

Sky *Skydome Light*

**Skydome**

Skydome *camera Sky* Skydome AOV AOV AOV