Shaders

Below is a list of all available shaders in the Arnold Shader Network Editor. Click on the titles to jump to the relevant shading groups.

AOV Shaders

- AOV Write Float
- AOV Write Int
- AOV Write RGB
- AOV Write Vector

Color shaders

- Color Convert
- Color Correct
- Color Jitter
- Composite
- Shuffle

Conversion shaders

- Float To Int
- Float To Matrix
- Float To RGB
- Float To RGBA
- RGB To Float
- RGB To Vector
- RGBA To Float
- Vector To RGB

Legacy Shaders

- Hair
- Skin
- Standard
- Volume Collector

Displacement shaders

- Normal Displacement
- Vector Displacement

Light Filters

- Barndoor
- Gobo
- Light Blocker
- Light Decay

Math Shaders

- Abs
- Add
- Atan
- Compare
- Complement (invert)
- Cross
- Divide
- Dot
- Exp
- Fraction
- Is Finite
- Length
- Log
- Max
- Min
- Modulo
- Multiply
- Negate
- Normalize
- Pow
- Random
- Range
- Reciprocal
- Sign
- Sqrt
- Subtract
- Trigo

Shading State shaders

- State Float
- State Int
- State Vector

Surface Shaders

- Ambient Occlusion
- Bump2d
- Bump3d
- Curvature
- Flat
- Lambert
- Layer Shader
- Matte
- Mix Shader
- Motion Vector
- Normal Map
- Ray Switch RGBA
- Ray Switch Shader
- Shadow Matte
- Standard Hair
- Standard Surface
- Thin Film Shader
- Two Sided
- Utility
- Wireframe
- X-Particles

Texture shaders

- Checkerboard
- Flakes
- Image
- Layer RGBA
- Mix RGBA
- Noise
- Ramp Float
- Ramp RGB

User Data Shaders

- User Data Float
- User Data Int
- User Data RGB
- User Data RGBA
- User Data String

Utility Shaders

- Blackbody
- Cache
- Camera Projection
- Clamp
- Complex IOR
- Facing Ratio
- Passthrough
- Space Transform
- Switch RGBA
- Switch Shader
- Trace Set
- Triplanar
- UV Transform
- Vector Map

Volume Shaders

Atmosphere

- Fog
- Atmosphere Volume
- Volume Collector
- Volume Sample Float
- Volume Sample RGB

C4D shaders

- Bitmap
- Vertex Map
- Substance Shader