

XGen Tutorials



XGen is a powerful instancing tool that allows you to quickly and easily create many primitives. For example, you can quickly and easily populate large scale environments, such as grassy fields, forests, landscapes etc. You can instance simple primitive geometry types including splines, spheres, or polygon objects.

You can use brush based **grooming tools** to style hair and fur. You can also control the placement, appearance, and behavior of primitives using PTEX maps, expressions, and attribute sliders.

The tutorials below cover how to render scenes using **XGen**.

- [Guide to Rendering with XGen and Arnold](#)
- [Archives](#)
- [Assigning Color](#)
- [Splines](#)
- [Scaling Spheres Uniformly using Expressions](#)

