

# Shapes

There are Arnold settings attached to each object which are accessible via the Attribute Editor.

The following pages describe these specific Arnold settings:

- [Arnold Common Settings](#)
- [Polygons](#)
- [Alembic](#)
- [Bifrost](#)
- [Curves](#)
- [Custom Procedurals](#)
- [Particles](#)
- [Stand-ins](#)
- [Surfaces](#)
- [USD](#)
- [Volumes](#)
- [XGen](#)

