

## ADVANCED SHADING WITH MAYA & MENTAL RAY

### Shading Theory

Lambertian Shader Model  
Lambertian Shader Model in Maya

### Shading Networks with File Textures

Assigning Materials  
Adjusting Bump  
Reflections  
Projections  
Specular Shading  
Controlling Reflectivity with a Ramp  
Plastic Effects  
Layering Bump Maps  
Layered Shaders  
Introducing Utility Nodes  
Light Fog  
Mental Ray  
Layered Texture  
Occlusion  
Maya Displacement  
Shading Groups  
Displacement in Occlusion  
Mental Ray Depth of Field

### Utility Nodes Old Pipes

Blend Colours  
Sampler Info  
normalCamera  
Set Range  
Multiply Divide  
RGB to Luminance  
Contrast

### Benday Dots Style

Surface Luminance  
Clap  
Project Down Camera

### X-Ray Shader

Sampler Info; Facing Ratio  
Ramp  
Depth of Field

### Electron Microscope Shader

Sampler Info; Facing Ratio  
Sampler Info; Ray Direction  
Blend Colours  
Vector Product  
Multiply Divide

Brushed Metal Variations

Switches  
Tinted Metal  
Corroded Steel  
Coated Metal  
Threshold Glow  
Experimental Scene File

Leaf Shader

Condition Node  
Sampler Info; Flipped Normals  
Reverse  
Multiply and Divide  
RGB to Luminance  
Contrast Set Range

**Mental Ray Shaders  
Toothpaste**

Bump Maps and Reflections  
Removing Specular Highlights  
Shared Mental Ray Attributes  
Reflection Blur  
Refraction Blur  
Scatter  
Reflection Occlusion  
Custom Occlusion Layers

Car and Metallic Paint

Mi Car Paint Phen x Passes  
Mi Metallic Paint x Passes  
Studio Clear Coat  
Mib Bump Fake  
Mib Glossy Reflection