

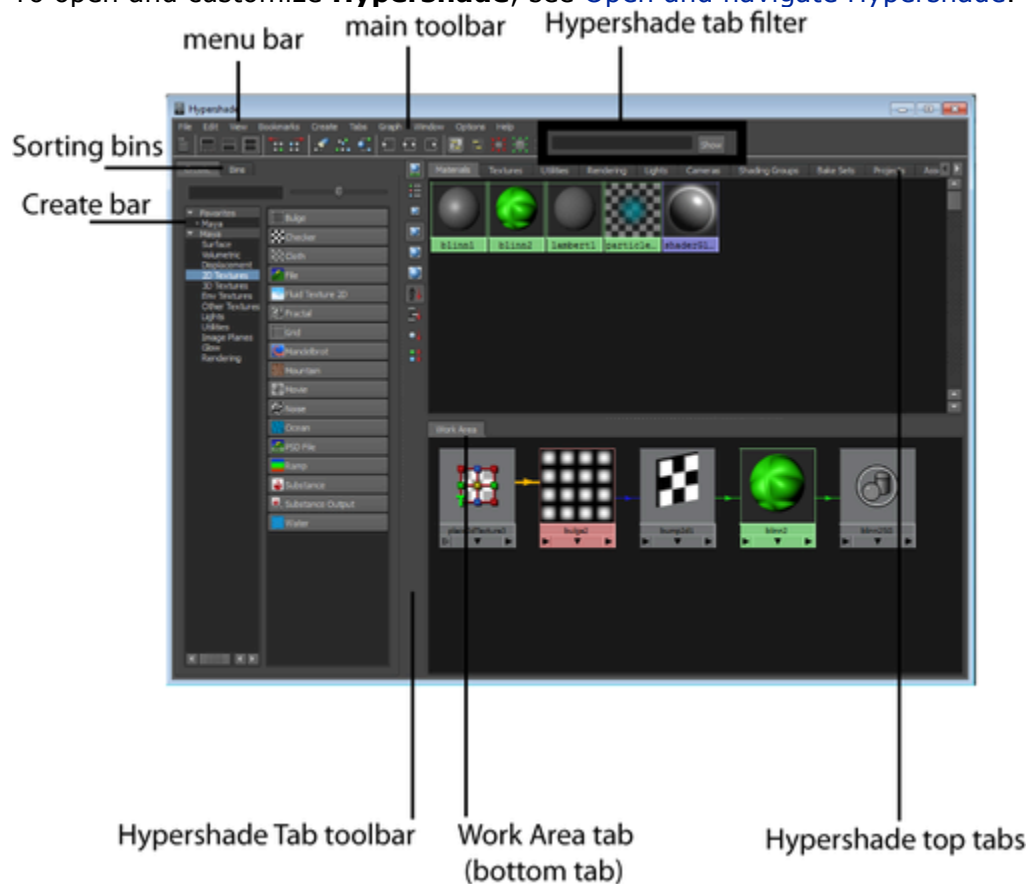
Hypershade window

Navigate to **Window > Rendering Editors > Hypershade**.

In scene view: **Panels > Panel > Hypershade**

The **Hypershade** is the central working area of Maya rendering, where you can build shading networks by creating, editing, and connecting rendering nodes, such as textures, materials, lights, rendering utilities, and special effects.

To open and customize **Hypershade**, see [Open and navigate Hypershade](#).



The **Hypershade** consists of the following components:

- [Create bar](#)
- [Sorting Bins](#)

- Tabs
 - Hypershade top tabs
 - Work Area tab (bottom tab)
- Toolbars
 - Hypershade main toolbar
 - Hypershade tab toolbar
 - Hypershade tab filter
 - Hypershade menus

Note

To display the **Hypershade/Persp** in a vertical side-by-side orientation, click the **Hypershade/Persp** quick layout button.



Topics in this section

- Create bar
- Sorting Bins
- Hypershade tabs
- Hypershade toolbars
- Hypershade menus

Copied from:

http://download.autodesk.com/global/docs/maya2014/en_us/files/Shading_Windows_and_Editors.htm



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