

PxrPtexture

Provides access to per-face texture (ptex) files. Unlike other texture nodes, this texture always operates over the default parameterization on the surface. There is no manifold to be provided, instead a special primitive variable called `__faceindex` is used.

Input Parameters

Filename

The filename of the texture. This parameter must be supplied.

First Channel

Offset/Offsets the first channel to be looked up.

Face Index Offset

If you have put more than one set of data into a ptex file, you can offset the index by the known amount.

Filter

Selects different reconstruction filters that can be used during texture lookup. The filters available for PxrPtexture are:

- 0: Nearest
- 1: Box
- 2: Bilinear
- 3: Bspline
- 4: Mitchell
- 5: Catmullrom
- 6: Gaussian
- 7: Lagrangian

Blur

Specifies how much to blur the image retrieved from the ptex file.

Mip Interpolate

Selects whether to interpolate between adjacent resolutions in the multi-resolution texture, resulting in smoother transitions between levels.

Missing Color

If there is an error opening the texture, use this color.

Missing Alpha

If there is an error opening the texture, use this alpha.

Linearize

Apply the reverse sRGB transform your texture. If you are painting textures in sRGB space (default for most paint packages) but viewing your data in data linear space, your textures will look washed out. This will apply the sRGB transform to your texture, which should make it appear visually linear again.

Output Parameters

resultRGB

The filtered color result. Note all results are looked up starting at the startChannel offset.

resultR

The R channel result

resultG

The G channel result

resultB

The B channel result

resultA

If alpha is present and resultRGB is connected it returns the channel after RGB. If RGB is not connected it returns the first channel.