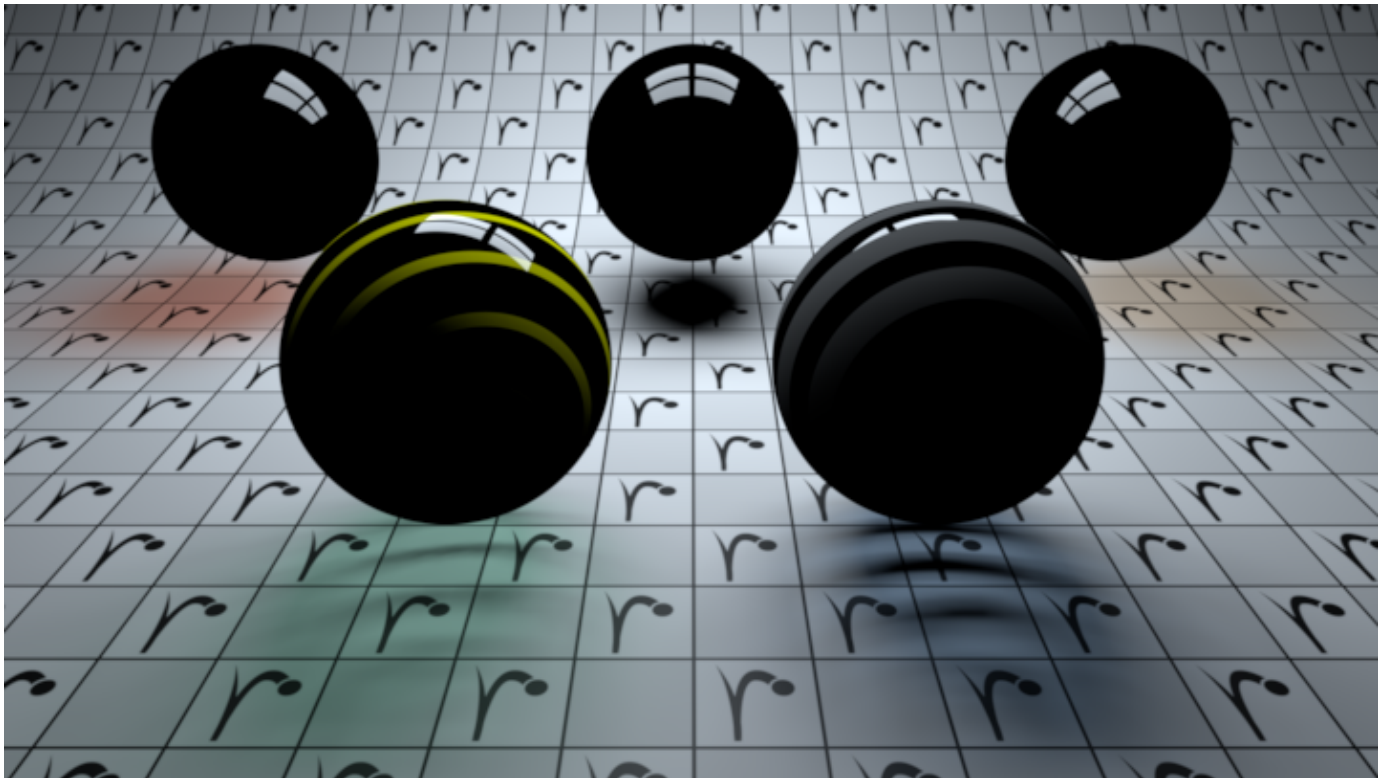


PxrDirectLighting



This is a debugging or "draft-quality" integrator that implements only the direct lighting portion of the light transport. *It is not designed to produce "final-quality" images.* Since it doesn't implement indirect lighting paths it cannot produce reflections, refractions, or other global illumination effects, nor can it handle any effects that require a volume integrator.

Parameters

Parameter	Description
<code>int numLightSamples</code>	Controls the number of light samples for direct illumination per camera hit point. The default is 4.
<code>int numBxdfSamples</code>	Controls the number of Bxdf samples for direct illumination per camera hit point. The default is 4.

Standard AOVs

On top of regular LPE-based AOVs, this integrator outputs a number of standard AOVs typically used by compositors.

Declaration	Contents	Channels
<code>color __Pworld</code>	P in world-space	<code>__Pworld.r</code> : x component <code>__Pworld.g</code> : y component <code>__Pworld.b</code> : z component
<code>color __Nworld</code>	Nn in world-space	<code>__Nworld.r</code> : x component <code>__Nworld.g</code> : y component <code>__Nworld.b</code> : z component

color __depth	Multi-purpose AOV	__depth.r : depth from camera in world-space __depth.g : height in world-space __depth.b : geometric facing ratio : $\text{abs}(\text{Nn} \cdot \text{V})$
color __st	Texture coords	__st.x : s __st.y : t __st.z : 0.0
color __Pref	Reference Position primvar (if available)	__Pref.r : x component __Pref.g : y component __Pref.b : z component
color __Nref	Reference Normal primvar (if available)	__Nref.r : x component __Nref.g : y component __Nref.b : z component
color __WPref	Reference World Position primvar (if available)	__WPref.r : x component __WPref.g : y component __WPref.b : z component
color __WNref	Reference World Normal primvar (if available)	__WNref.r : x component __WNref.g : y component __WNref.b : z component