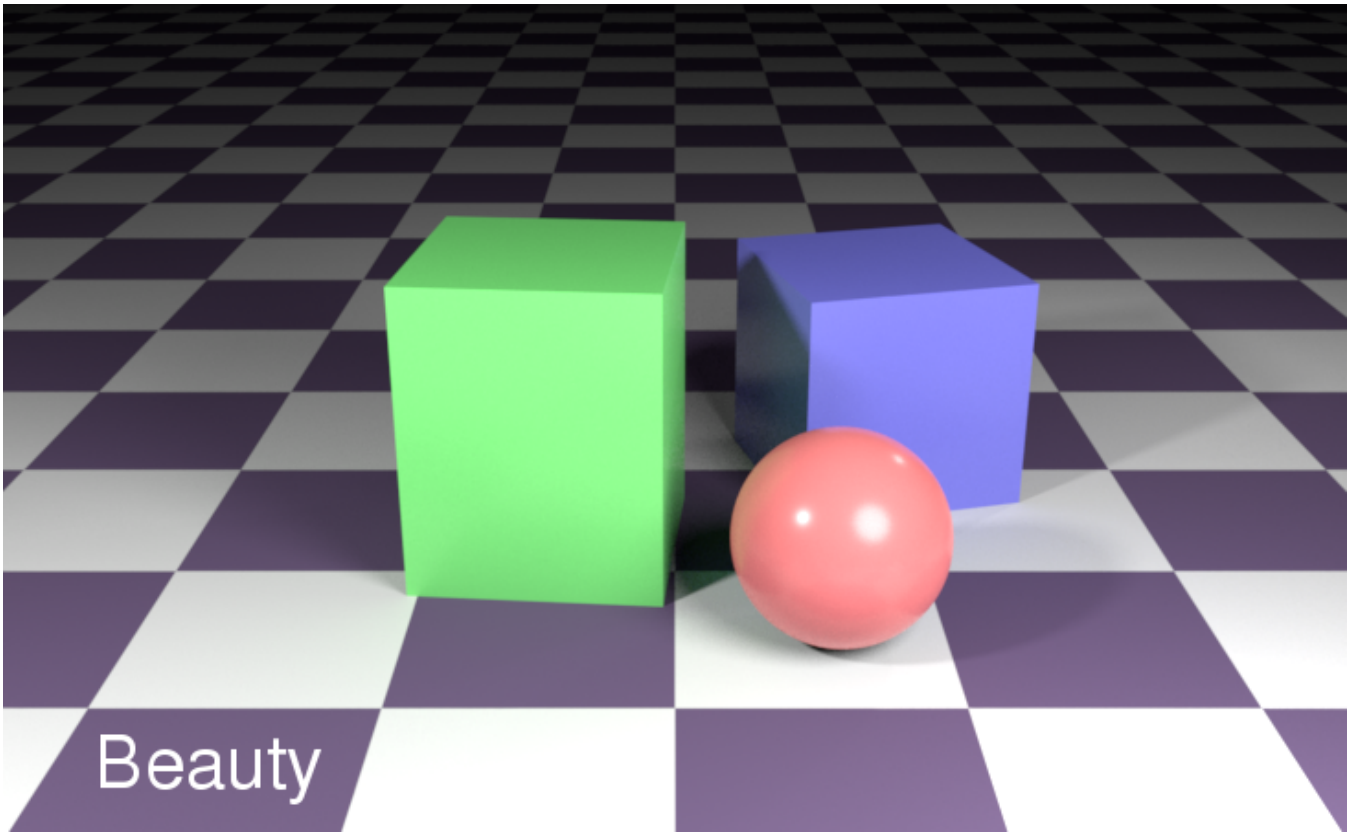
PxrShadowDisplayFilter



PxrShadowDisplayFilter is used to generate a normalized shadow output. It can be used in conjunction with the holdout workflow to composite 3D elements onto 2D plates. It takes both an occluded and unoccluded display channel as input and writes its output to a shadow channel.

```
DisplayChannel "color shadow"
DisplayChannel "color occluded" "string source" ["color lpe:C[DS]+[LO]"]
DisplayChannel "color unoccluded" "string source" ["color lpe:unoccluded;C[DS]+[LO]"]
```

Parameters

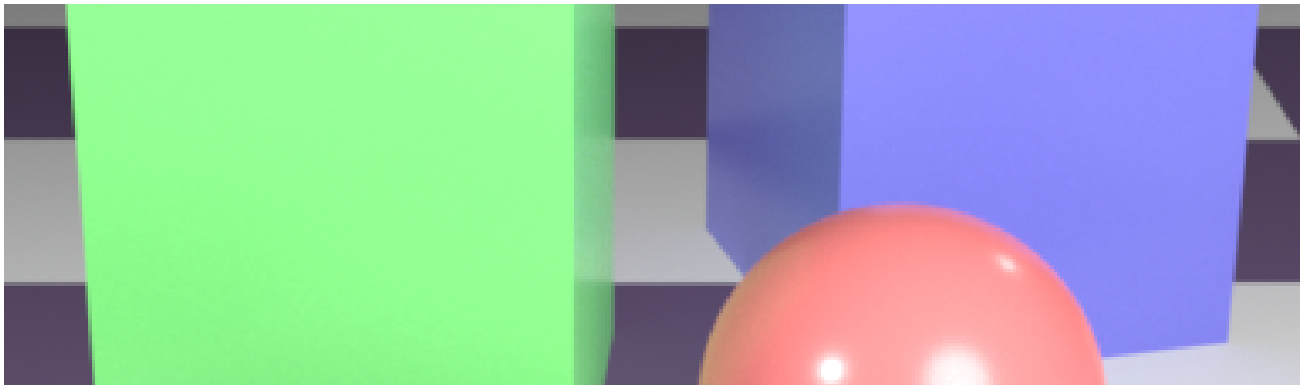
Occluded AOV

The name of the input occluded AOV used to calculate the shadow output, e.g.

Occluded LPE C[DS]+[LO]

Unoccluded AOV

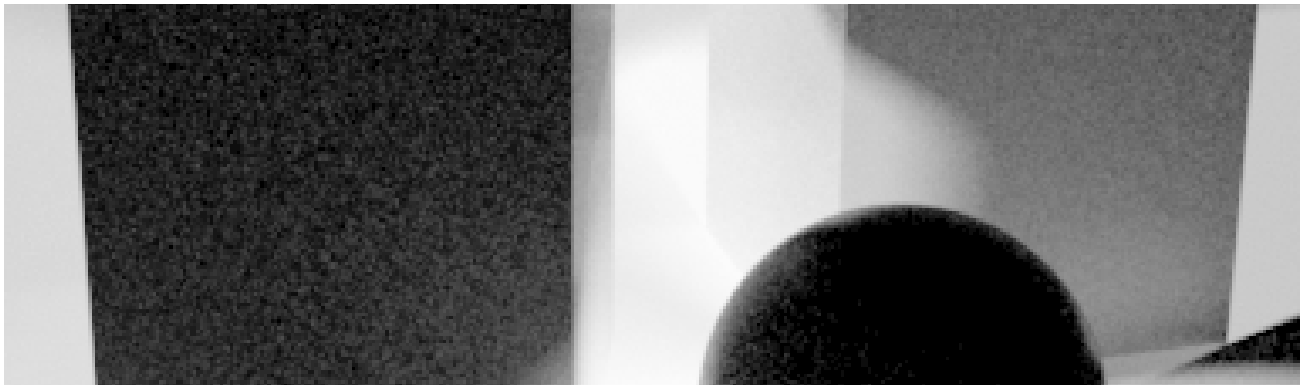
The name of the input unoccluded AOV used to calculate the shadow output, e.g.



Unoccluded LPE C[DS]+[LO]

Shadow AOV

The name of the output shadow AOV to write to. The shadow AOV is added to the alpha when "a" is specified.



Shadow output