

# PxrLayerMixer

**PxrLayerMixer** is an OSL pattern which mixes the input [PxrLayer](#) nodes.

Each **PxrLayerMixer** supports up to optional 4 layers in addition to the base layer which is always required. Note that its result can be connected to another **PxrLayerMixer** node. So there is no limit to the total number of layers.

The layered output will be connected to the input of [PxrSurface](#) or its simpler versions such as **PxrStandardSurface**'s `inputMaterial`.

By default, only the base layer and `layer1` are enabled.



A Base Material is *required*. But the next layer does not need to be in sequence. In other words, you could connect a layer to Layer 2 without connecting to Layer 1. This adds flexibility for the look development workflow should you need to add/remove or re-order layers.

## Parameters

### Base Material

Connect a **PxrLayer** that is for the base layer. This is your base or bottom layer like glass, metal, skin, wood, etc. Other layers are on top of this base layer.

### Layer Controls

#### Enabled

This turns the layer on and off. If off, this layer will not render.

#### Layer 1

Connection to a **PxrLayer** that is for layer 1. This is where you connect your material layer like glass, label, dirt, etc.

#### Layer 1 Mask

Mask for this layer 1. Values closer to zero will apply less of this layer. A value of 0.0 is off or invisible while 1.0 is on or completely visible.

#### Layers 2 to 4

These use the same controls as described above.