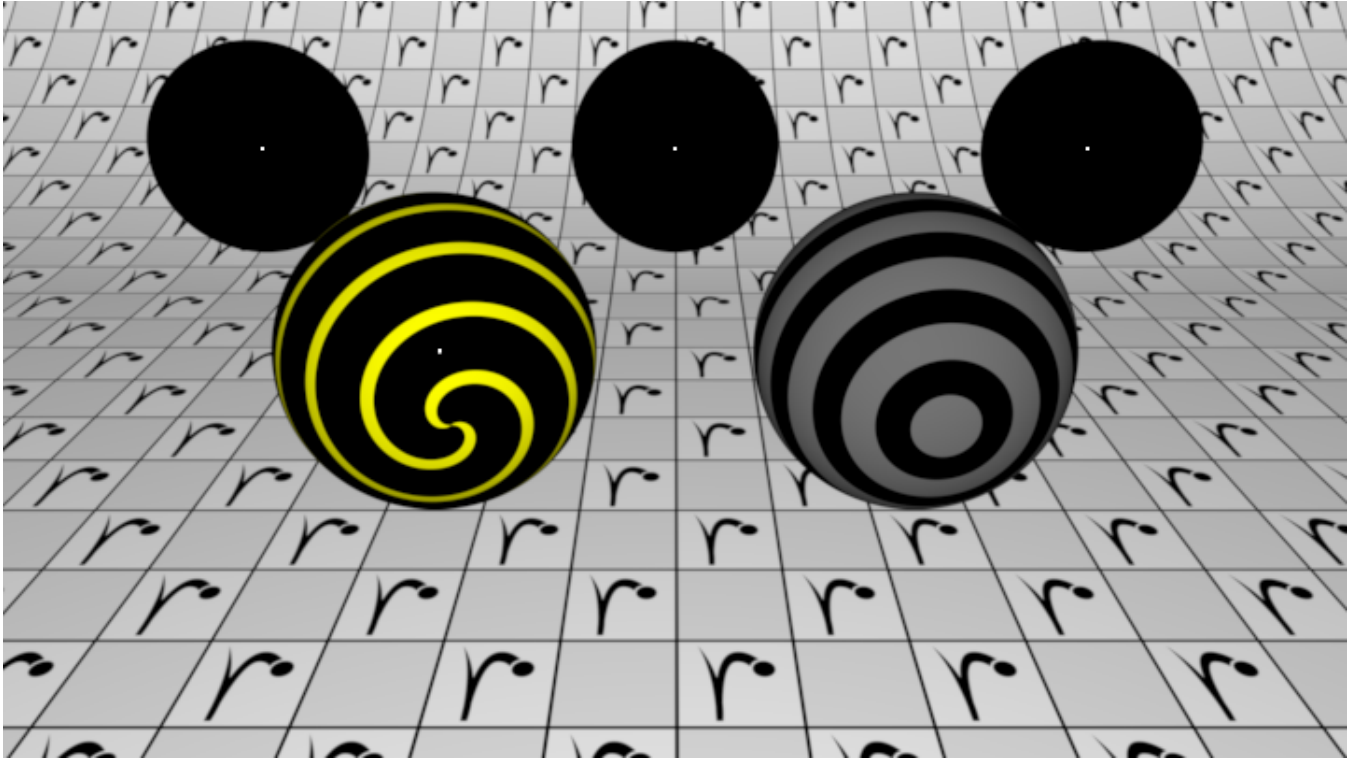


PxrDefault



Even simpler than [PxrDirectLighting](#), the default integrator places a virtual light at the camera (the "headlamp integrator"). No shadows or indirect lighting are evaluated. A good option when all is black - this integrator can help narrow down where a problem is occurring (for example, when the fault is in the lighting, particularly). Like [PxrDirectLighting](#), it is *not* designed to produce "final-quality" images.



PxrDefault has no parameters