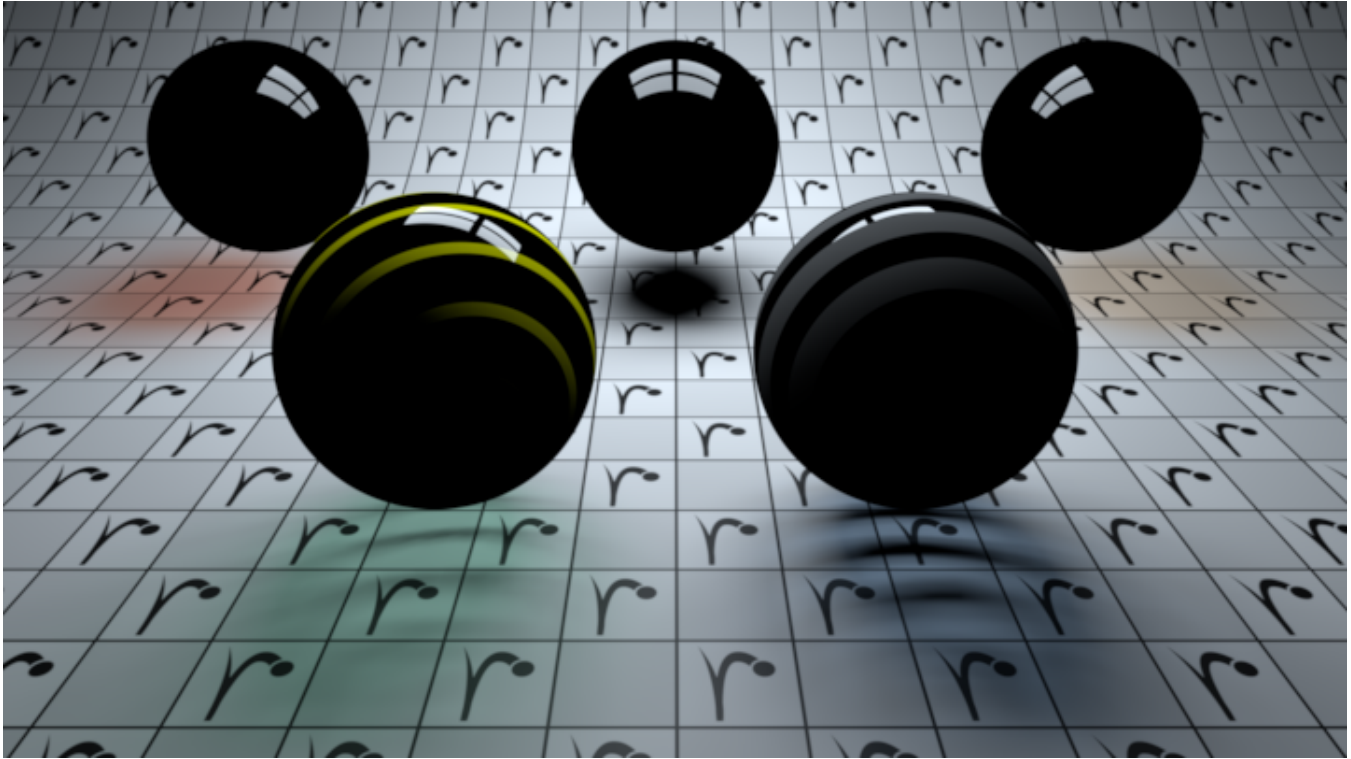


PxrDirectLighting



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