

PxrBakePointCloud

PxrBakePointCloud can be used as a pass-through node for baking patterns networks to 3D point clouds as part of the [baking](#) workflow.

Parameters

Input Color

This is the incoming result of the pattern network to be baked. This connection requires a color (RGB).

Input Float

This is the incoming result of a pattern network where the output is a float or scalar value. This is useful for baking some procedural noise like PxrVoronoise.

Filename

The input/output filename of the resulting baked point cloud.



This parameter is required.

Bake Mode

Enable or disable point cloud baking.

File Type

Output file type display driver: PTC (.ptc)

Density

Density of baking points per unit in world space. Larger values create more points.

Coordinate System

Output point cloud coordinate space:

- world
- object
- camera
- ptex (outputs Ptex compatible point cloud (.ptc) file for use with the ptxmake utility).



Ptex requires that the geometry have a '__faceindex' primvar.