

PxrAdjustNormal

This pattern allows you to adjust the input normals. Occasionally there's an issue where normals pointing away in a bump map introduce artifacts like cracks and black spaces. This node allows you to correct this when using *your own* bump nodes.

 We include a parameter for this in [PxrBump](#) as an out-of-the-box solution.

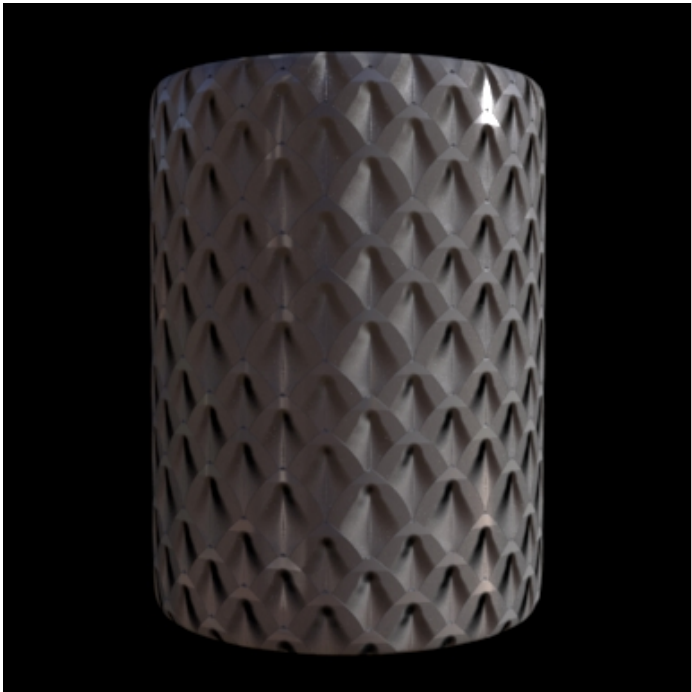
Input Parameters

Input Normal

Connect your normal pattern or textures to adjust.

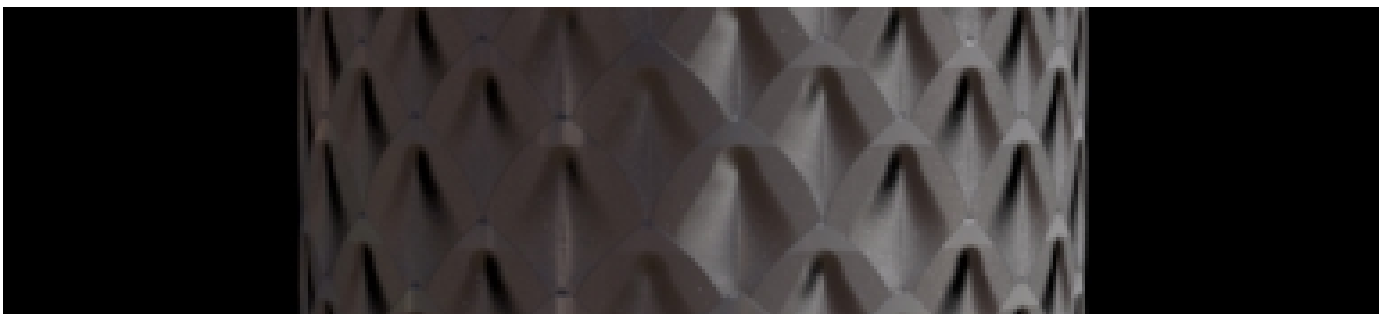
Adjust Amount

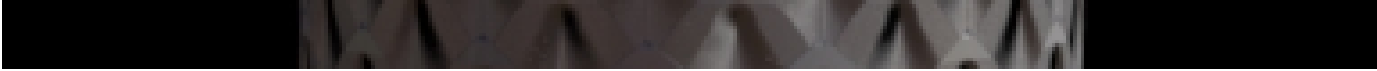
Amount to adjust the normals when the geometric normals are facing away from the camera. This is useful when we see artifacts in the render. The below example is an extreme bump setting designed to exaggerate the effect. Notice that the edges (glancing angles) are most affected. More subtle bumps will see this correction further confined to edges.



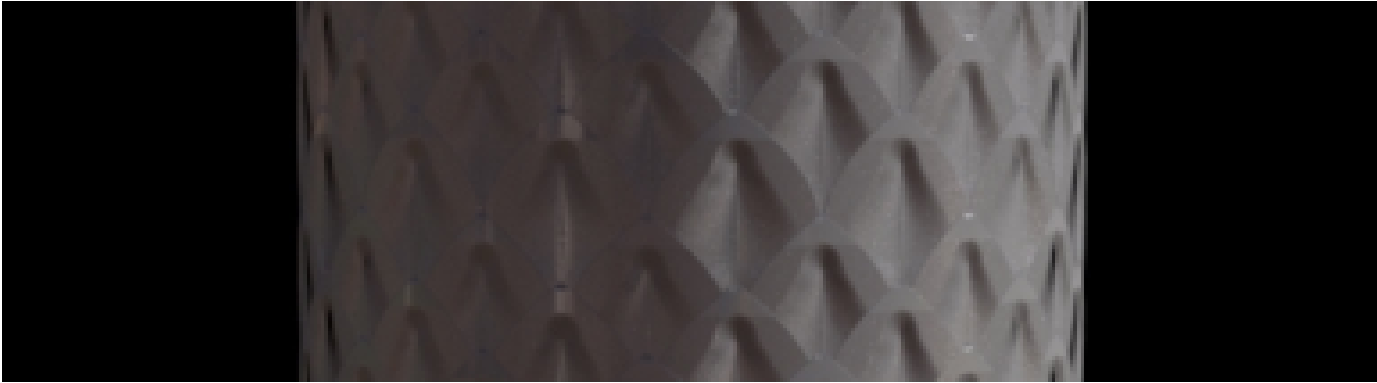
Surface Normal Mix

The amount to mix the resulting normals with the original surface normals. Toward 1.0 will mix in more surface normals. In the example below you can see that the original object had no other normals defined and becomes smooth at setting 1.0

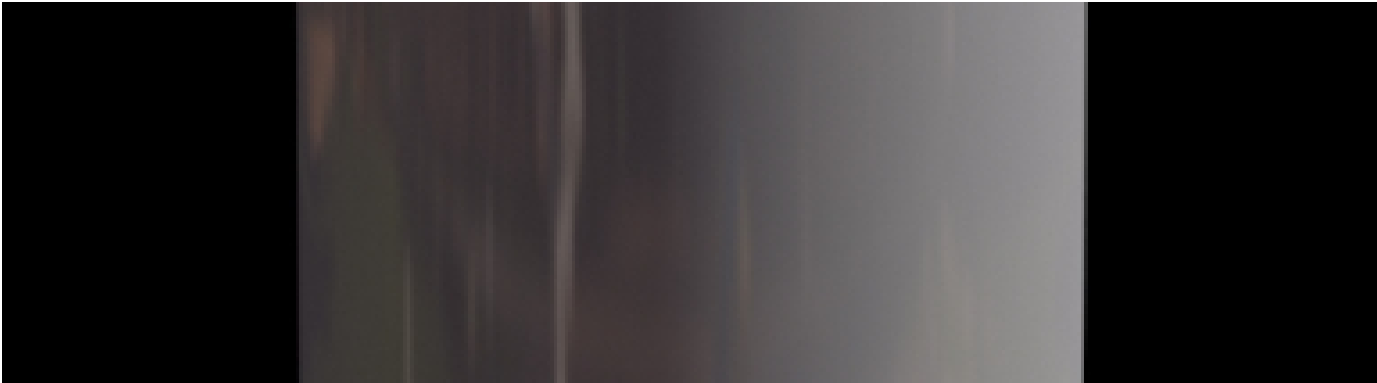




surface normal mix = 0.0



surface normal mix = 0.5



surface normal mix = 1.0