

# Instance Attributes

## Common

| Name                | Type          | Default      | Description  |
|---------------------|---------------|--------------|--|
| grouping:id         | <i>int</i>    | 0            | Grouping id used for raytrace disambiguation purposes. Value range: 0 to 15. |
| grouping:membership | <i>string</i> | <i>empty</i> | Grouping membership used for linking.  |
| identifier:id       | <i>int</i>    | 0            | Lower 32 bits of 64 bit object id.   |
| identifier:id2      | <i>int</i>    | 0            | Upper 32 bits of 64 bit object id.   |
| identifier:lpegroup | <i>string</i> | <i>empty</i> | Grouping membership used for light path expressions.                         |
| identifier:name     | <i>string</i> | <i>empty</i> | Object instance name.  |
| stats:identifier    | <i>string</i> | <i>empty</i> | Identifier string used by the stats system when referring to this instance.  |

## Shading

| Name                        | Type          | Default      | Description   |
|-----------------------------|---------------|--------------|---|
| lightfilter:subset          | <i>string</i> | <i>empty</i> | Active light filter groups in lighting.   |
| lighting:excludesubset      | <i>string</i> | <i>empty</i> | Exclude light groups from lighting.   |
| lighting:mute               | <i>int</i>    | 0            | Mutes light emission.   |
| lighting:subset             | <i>string</i> | <i>empty</i> | Light groups active in lighting.  |
| Ri:Matte                    | <i>int</i>    | 0            | Indicates matte object.   |
| Ri:ReverseOrientation       | <i>int</i>    | 0            | Flip shading normals.   |
| Ri:Sides                    | <i>int</i>    | 2            | Geometry can be one or two sided.   |
| shade:indexofrefraction     | <i>float</i>  | -1           | Override material IOR for nested dielectrics.   |
| shade:minsamples            | <i>int</i>    | 1            | Min Pixel Samples. For fine-tuning adaptive sampling.                                   |
| shade:relativepixelvariance | <i>float</i>  | 1            | PixelVariance multiplier for camera visible objects. For fine-tuning adaptive sampling. |
| trace:holdout               | <i>int</i>    | 0            | Indicates holdout object.   |
| trace:intersectpriority     | <i>int</i>    | 0            | Raytrace intersection priority for nested dielectrics. Value range: 0 to 31.            |
| trace:maxdiffusedepth       | <i>int</i>    | 1            | Maximum diffuse light bounces.  |
| trace:maxspeculardepth      | <i>int</i>    | 2            | Maximum specular light bounces.   |
| trace:reflectexcludesubset  | <i>string</i> | <i>empty</i> | Exclude object groups from relections.  |
| trace:reflectsubset         | <i>string</i> | <i>empty</i> | Object groups visible to reflections.   |
| trace:shadowexcludesubset   | <i>string</i> | <i>empty</i> | Exclude object groups from casting shadows.   |
| trace:shadowsubset          | <i>string</i> | <i>empty</i> | Object groups active in shadows.  |
| trace:transmitexcludesubset | <i>string</i> | <i>empty</i> | Exclude object groups from refractions.   |
| trace:transmitsubset        | <i>string</i> | <i>empty</i> | Object groups visible to refractions.   |
| visibility:camera           | <i>int</i>    | 1            | Indicates if object is visible to camera rays.  |
| visibility:indirect         | <i>int</i>    | 1            | Indicates if object is visible to indirect (reflection and refraction) rays.            |
| visibility:transmission     | <i>int</i>    | 1            | Indicates if object is visible to shadow rays.  |