

LamaLPE

This is a utility node primarily meant to allow you to route specific shading signals to the User lobes in a LaMa Material to be output to an AOV defined by a Light Path Expression. If the full power of an LPE is not necessary, the PxrTee shading node or a custom node using the OSL debug() closure can be used instead.

However, if you want an AOV to contain the shading signal as seen only through particular light paths, you'll want to define a custom LPE to gather a particular User lobe in those light paths, and use the LamaLPE node to write your signal into that User lobe.

LamaLPE Parameters

Color

The color to be accumulated in the specified LPE accessible lobe

LPE Lobe Name

The name of the lobe used to specify which LPEs will accumulate this lobe

Example Usage

Apply name to the lobes using Option "lpe" "string <lobeslot>" ["Comma,Separated,Lobe,Names"]

Then define a LPE that will get values from that <lobeslot>, using either a custom LPE or a displaychannel line then output it with a display line

Use the LamaLPE node to write an input color to one of those slots, like Bxdf "LamaLPE" "ucolor" "reference color LPEColor" "voronoise:resultRGB" "string LPELobeName" ["Comma"]