

# 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.