

PxrBlenderPrincipledInputs

This pattern node is a utility node for assisting in the conversion of Cycle's Principled BSDF to an equivalent Lama Shading Network. For more information on the input parameters to Cycle's Principled BSDF, see the Blender [documentation](#).

It is not expected users will manually create this node. However, the below images show examples of how to wire PxrBlenderPrincipledInputs into a Lama network, which will create a similar look to the Cycle's Principled BSDF.

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