

# PxrRGBtoNG

This node allows you to convert the result of your shading network into *resultNG* for use as a bump input with [PxrBumpMixer](#).

This workflow is very useful after you have manipulated texture maps or procedural patterns and would like to convert the output into resultNG.

## Input Color

The color or shading network that you would like to convert to *resultNG*

? Unknown Attachment