PxrDebugShadingContext

? Unknown Attachment

This integrator is used to visualize data in the shading context, such as normals and texture coordinates. *It is not designed to produce "final-quality" images.*

Parameters

"string viewchannel" defaults to Nn and is one of:

- **Nn** - x,y,z mapped to rgb. <0,0,0> is middle grey.
- **Vn** - x,y,z mapped to rgb. <0,0,0> is middle grey.
- **VLen** - scalar mapped to intensity.
- **Tn** - x,y,z mapped to rgb. <0,0,0> is middle grey.
- **InsideOutside** - The dot product of V and N is used to determine whether a surface is outside or inside. Outside is mapped to green, inside is mapped to red.
- **st** - s mapped to red, t to green.
- **dsdu_dtdv** - The partial derivatives of s with respect to u and t with respect to v, mapped to red and green respectively, arbitrarily multiplied by 5 with 0.5 added
- **dsdv_dtdu** - The partial derivatives of s with respect to v and t with respect to u, mapped to red and green respectively, arbitrarily multiplied by 5 with 0.5 added
- **dudv** - du mapped to red, dv mapped to green
- **LightLeaks** - The absolute value of the dot product of V and Nn is compared to the dot product of V and Ngn. If the signs are different, the red channel is set to 1. Otherwise, the green channel is set to 0.5 times fabs(dot(V, Nn))
- **P** - x,y,z mapped to rgb. <0,0,0> is middle grey.
- **dPdu** - x,y,z mapped to rgb. <0,0,0> is middle grey
- **dPdv** - x,y,z mapped to rgb. <0,0,0> is middle grey
- **dPdtime** - x,y,z mapped to rgb. <0,0,0> is middle grey
- **uv** - u mapped to red, v to green.
- **Po** - The surface location before displacement
- **Non** - Normalized shading normal before displacement
- **mpSize** - micropolygon size