

Baking in Maya

[Baking](#) allows users to pre-compute or "bake" pattern networks into 2D texture images or 3D point clouds.

Bake Patterns

Add [PxrBakeTexture](#) or [PxrBakePointCloud](#) patterns into your shading network in places where you want to bake that state of the network into a texture or point cloud. When doing regular renders, baked textures will be used by these patterns, and when doing bake renders, textures will be baked. ie. written to disk.

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Starting a Bake Render

A bake render is essentially a batch render with one different setting. It uses the bake Hider instead of the raytrace Hider. To start a bake render simply choose Bake Render instead of Batch Render from the RenderMan menu. All the usual [batch render preferences](#) apply to the bake render. The baked textures will be written to the locations specified in the individual PxrBakeTexture or PxrBakePointCloud patterns.

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