## **Baking**

Baking out textures involves two easy steps.



See Baking for more information.



The user should supply UVs (UV mapped) for the object to be baked.

## **Set Bake Hider**

Instead of using raytrace, set it to bake.



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## Add PxrBakeTexture

In your RIS Network, add a PxrBakeTexture VOP. Wire its output to a PxrSurface color parameter so it will get evaluated.

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In the PxrBakeTexture VOP, set its output FileName. See PxrBakeTexture for descriptions of each parameter.

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