

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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