PxrBakeTexture

PxrBakeTexture can be used as a pass-through node for baking patterns networks to 2D textures as part of the baking workflow.

Parameters

Input Color

This is the incoming result of the pattern network to be baked. This connection requires a color (RGB). This input takes precedence over **Input Float**.

Input Float

This is the incoming result of a pattern network where the output is a float or scalar value.

Filename

The input/output filename of the resulting baked texture.

⚠ This parameter is required.

Atlas Style

Formatting style for atlas textures. When enabled, the filename must contain _*MAPID*_ which will be substituted automatically according to the surface parameterization.

Value	Example (texture_MAPID_.tex)
None	*texture.tex*
UDIM (MARI)	*texture1001.tex*
UV Tile Base-1 (Mudbox)	*texture_u1_v1.tex*
UV Tile Base-0 (Zbrush)	*texture_u0_v0.tex*

⚠ UDIM is only defined for textures with U values in range 0.0 to 10.0 and V values greater than 0.0. Users should avoid negative texture coordinates for all atlas texture workflows.

Filter

Selects different reconstruction filters that can be used during texture lookup. The available filters are:

* Nearest
* Box
* Bilinear
* Bspline
* Gaussian
* Lagrangian

Mip Interpolate

Interpolate values between mipmap levels, resulting in smoother transitions between levels.

Invert T

Inverts the T parameter for the texture lookup.

Missing Color

Resulting color when there is an error opening the texture file.

Bake Mode

This mode enables or disables texture baking.

Render Mode

Control reading from input patterns or baked textures during regular renders.

Value	Description
Automatic	Attempts to first read previously baked textures, else the input pattern.
Input	Always reads from the input pattern.
Texture	Always reads from previously baked textures, else the missing color.

File Type

Output file type display driver such as *txmake (.tex)*, *OpenEXR (.exr)*, and *TIFF (.tif)*.

File Format

Underlying formats for the *txmake (.tex)* file type: OpenEXR or TIFF

Data Type

OpenEXR data type: half or float.

Compression

Compression for *OpenEXR* file format: None, RLE, ZIP, or PIZ

Resolution X and Resolution Y

The resolution of the baked texture. Higher numbers may preserve more details at the cost of memory usage. For best results, use a power of two.

PrimVar ST/S

This parameter chooses the 2D or 1D primvar that defines the texture manifold.

PrimVar T

This optional parameter chooses a second 1D primvar that defines the texture manifold.