

Instance Attributes

Common

Name	Type	Default	Description
grouping:membership	string	empty	Grouping membership used for linking.
identifier:id	int	0	Lower 32 bits of 64 bit object id.
identifier:id2	int	0	Upper 32 bits of 64 bit object id.
identifier:lpegroup	string	empty	Grouping membership used for light path expressions.
identifier:name	string	empty	Object instance name.

Shading

Name	Type	Default	Description
lightfilter:subset	string	empty	Active light filter groups in lighting.
lighting:excludesubset	string	empty	Exclude light groups from lighting.
lighting:mute	int	0	Mutes light emission.
lighting:subset	string	empty	Light groups active in lighting.
Ri:Matte	int	0	Indicates matte object.
Ri:ReverseOrientation	int	0	Flip shading normals.
Ri:Sides	int	2	Geometry can be one or two sided.
shade:indexofrefraction	float	-1	Override material IOR for nested dielectrics.
shade:relativepixelvariance	float	1	PixelVariance multiplier for camera visible objects.
trace:holdout	int	0	Indicates holdout object.
trace:intersectpriority	int	0	Raytrace intersection priority for nested dielectrics.
trace:maxdiffusedepth	int	1	Maximum diffuse light bounces.
trace:maxspeculardepth	int	2	Maximum specular light bounces.
trace:reflectexcludesubset	string	empty	Exclude object groups from relections.
trace:reflectsubset	string	empty	Object groups visible to reflections.
trace:shadowexcludesubset	string	empty	Exclude object groups from casting shadows.
trace:shadowsubset	string	empty	Object groups active in shadows.
trace:transmitexcludesubset	string	empty	Exclude object groups from refractions.
trace:transmitsubset	string	empty	Object groups visible to refractions.
visibility:camera	int	1	Indicates if object is visible to camera rays.
visibility:indirect	int	1	Indicates if object is visible to indirect (reflection and refraction) rays.
visibility:transmission	int	1	Indicates if object is visible to shadow rays.