PxrPtexture

Provides access to per-face texture (ptex) files. Unlike other texture nodes, this texture always operates over the default parameterization on the surface. There is no manifold to be provided, instead a special primitive variable called __faceindex is used.

Input Parameters

Filename
The filename of the texture. This parameter must be supplied.

First Channel
OffsetOffsets the first channel to be looked up.

Face Index Offset
If you have put more than one set of data into a ptex file, you can offset the index by the known amount.

Invert Winding Order

If your faces are flipped or have artifacts, your bridge application may have inverted the order, this may alleviate those artifacts by reversing the order again.

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

- 0: Nearest
- 1: Box
- 2: Bilinear
- 3: Bspline
- 4: Mitchell
- 5: Catmullrom
- 6: Gaussian
- 7: Lagrangian

Blur
Specifies how much to blur the image retrieved from the ptex file.

Adjust Output

Color Scale

A multiplier for the color values in a texture, can be used to adjust brightness or manipulate individual color channels

Color Offset

Apply an offset to the result, shifting the colors of the result

Saturation

Increase (greater than one) or decrease (less than one) the saturation of the texture result

Alpha Scale

A multiplier for the alpha channel, useful when the alpha is used to drive a parameter

Alpha Offset

An offset for the alpha channel, useful when the alpha is used to drive a parameter

Advanced Settings

Mip Interpolate
Selects whether to interpolate between adjacent resolutions in the multi-resolution texture, resulting in smoother transitions between levels.

Missing Color
If there is an error opening the texture, use this color.

Missing Alpha
If there is an error opening the texture, use this alpha.

Linearize
Apply the reverse sRGB transform your texture. If you are painting textures in sRGB space (default for most paint packages) but viewing your data in data linear space, your textures will look washed out. This will apply the sRGB transform to your texture, which should make it appear visually linear again.

Output Parameters

resultRGB
The filtered color result. Note all results are looked up starting at the startChannel offset.

resultR
The R channel result

resultG
The G channel result

resultB
The B channel result

resultA
If alpha is present and resultRGB is connected it returns the channel after RGB. If RGB is not connected it returns the first channel.