PxrSwitch

This pattern is designed to evaluate different pattern networks based on an index that can be read from various nodes.

Switch

Index

This float value indicates what part of the network to evaluate and is often read from an attribute. Values are read as:

-0.5 to 0.49 are input 0

0.5 to 1.49 are input 1

1.5 to 2.49 are input 2, so on and so forth.

Inputs

Inputs RGB

An array of inputs to be evaluated based on the returned index value.

Below is a simple example where each sphere transform is assigned a user attribute as the index, 0.0, 1.0, 2.0. The available colors and their index are Red[0], Green[1], and Blue[2] (three inputs added to the Inputs RGB array)

The same PxrSurface is attached to the three spheres and a PxrAttribute node is connected to the Diffuse Color input of the material.

The attribute can be whatever name you desire with a Float data type.