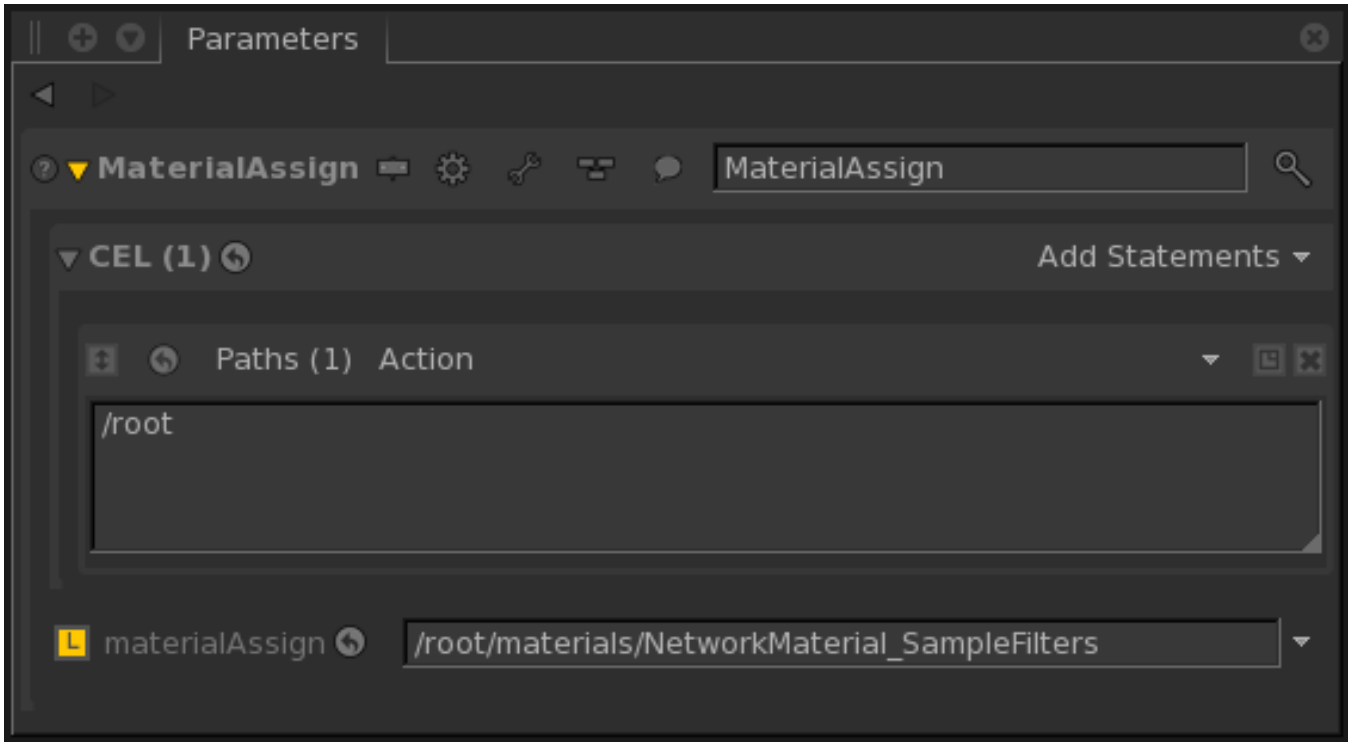
Display & Sample Filters in Katana

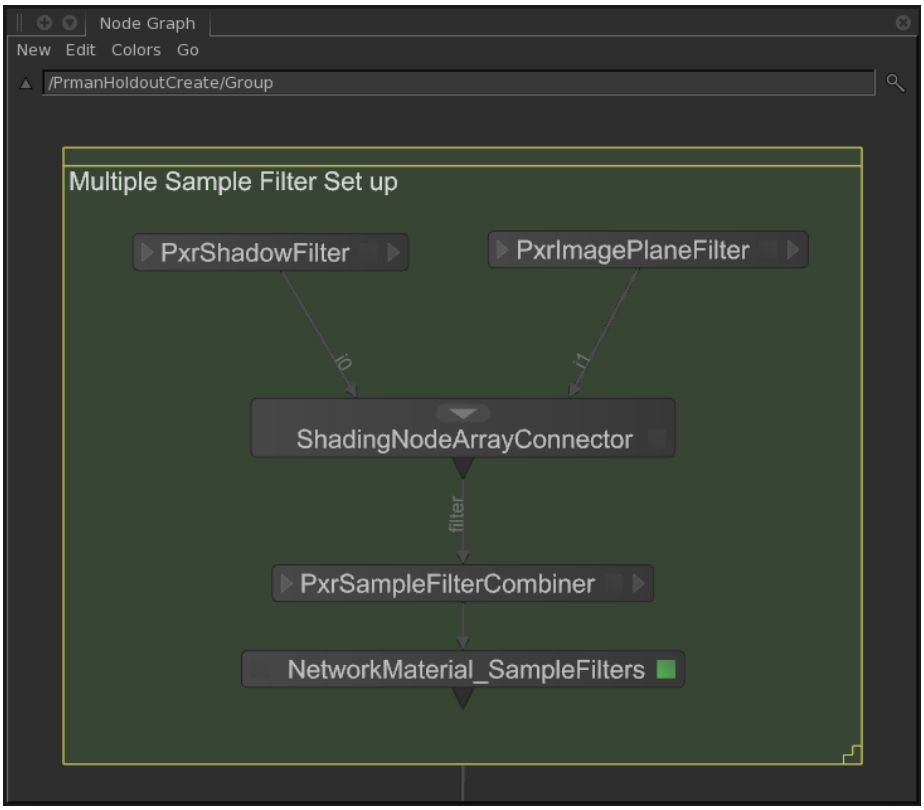
Setting up Display and Sample Filters in Katana

Create Display and Sample Filters in Katana with Material or with PrmanShadingNodes. Assign the Material or NetworkMaterial to `/root` with a MaterialAssign node.



Using Multiple Display or Sample Filters

You can use PxrSampleFilterCombiner or PxrDisplayFilterCombiner and a ShadingNodeArrayConnector node to combine multiple Sample or Display Filters.


Node Graph
New Edit Colors Go
/PrmanHoldoutCreate/Group
Multiple Sample Filter Set up
PxrShadowFilter
PxrImagePlaneFilter
i0
i1
ShadingNodeArrayConnector
filter
PxrSampleFilterCombiner
NetworkMaterial_SampleFilters