PrmanIntegratorSettings
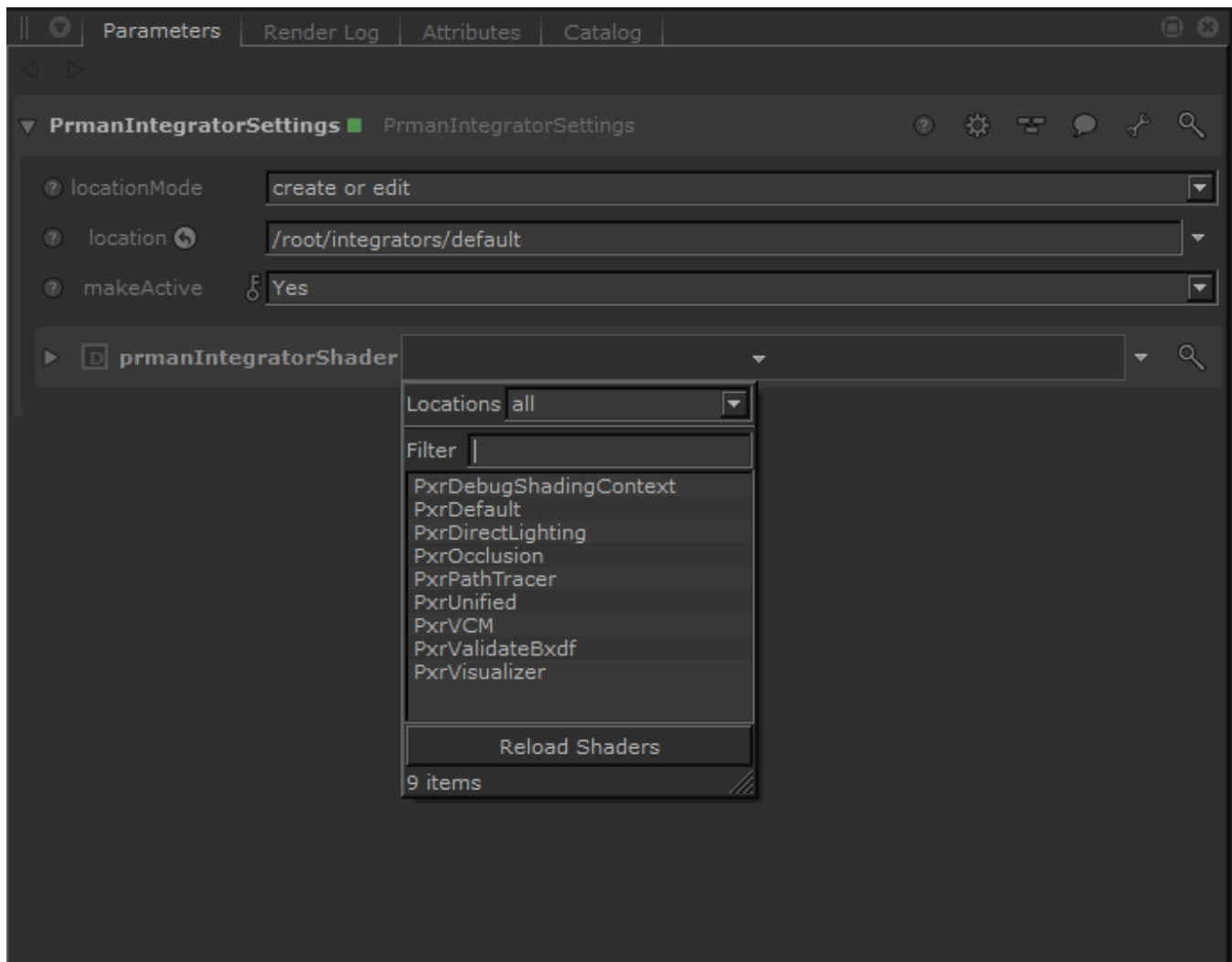
This node allows the user to select the integrator needed for rendering their scene. Once chosen, it populates the UI with the relevant controls for the chosen integrator. The RenderMan documentation contains the explanation of controls for the Integrators as well as their best usage scenario.

Selecting the PxrPathTracer integrator.

Parameters | Catalog

◄ ▷

▼ **PrmanIntegratorSettings** ▪ PrmanIntegratorSettings   ? ⚙ ⊟ 💬 🔧 🔍

? locationMode	create or edit	▼
? location ⟳	/root/integrators/default	▼
? makeActive	Yes	▼

▼ 🅛 **prmanIntegratorShader**   ▼ PxrPathTracer   ▼ 🔍

D ?	maxPathLength	10
D ?	maxContinuationLength	-1
D ?	sampleMode	bxdf ▼
D ?	numLightSamples	1
D ?	numBxdfSamples	1
D ?	numIndirectSamples	1
D ?	allowCaustics	☐
D ?	accumOpacity	☐

▶ Russian Roulette

▶ Indirect Clamping