Baking

Baking out textures involves two easy steps.

See Baking for more information.
A The user should supply UVs (UV mapped) for the object to be baked.

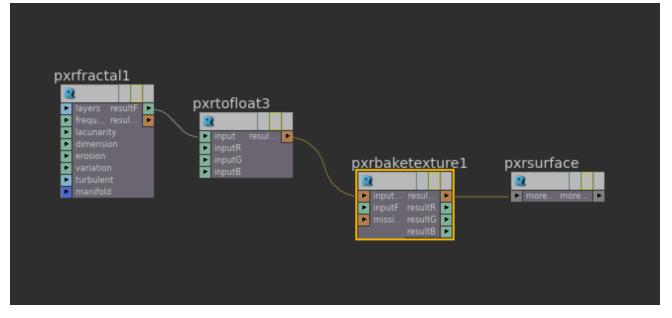
Set Bake Hider

Instead of using raytrace, set it to bake.

<i>ris1</i> * Take List *	Parameter Spreadsheet * +			
🚓 🔿 🗐, out				H 🔘
Ϋ́ RenderMan risl		类员(0 🕐
	/obj/caml		a	₹Ē
	/shop/risnet1/pxrpathtracer1		a '	4
	✓ Enable Depth Of Field			
	i 4			
	64			H
	0.025			
Hide	Bake A			

Add PxrBakeTexture

In your RIS Network, add a PxrBakeTexture VOP. Wire its output to a PxrSurface color parameter so it will get evaluated.



In the PxrBakeTexture VOP, set its output FileName. See PxrBakeTexture for descriptions of each parameter.

pxrbaketexture1 × Take L					
🚓 🔶 🥖 shop 🔪 Ŗ	risnet1			*	• 💿
R Pxr Bake Texture pxrbaketexturel					1 ?
Input Texture Baking	7				
Filename	\$HIP/baketeapot.tex				
Atlas Style	None 🐥				
Additional					
Filter	Box 🛔				
	🖌 Mip Interpolate				
	🖌 Invert T				
Missing Color		θ	1		*