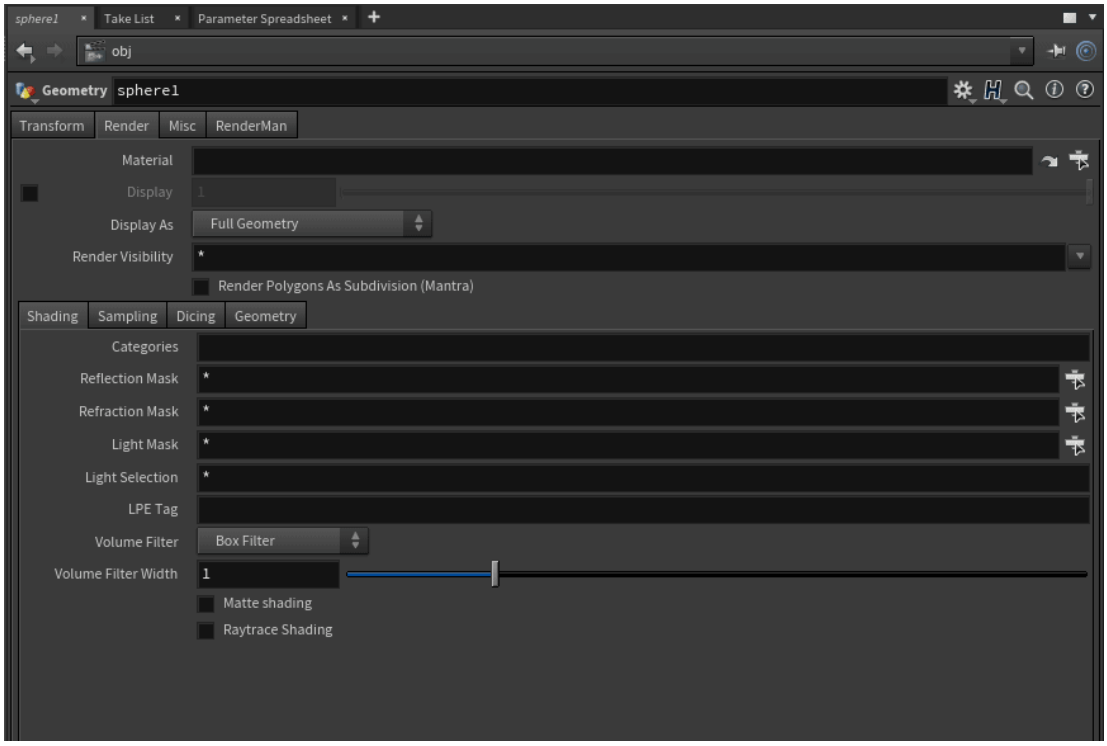
Grouping Membership

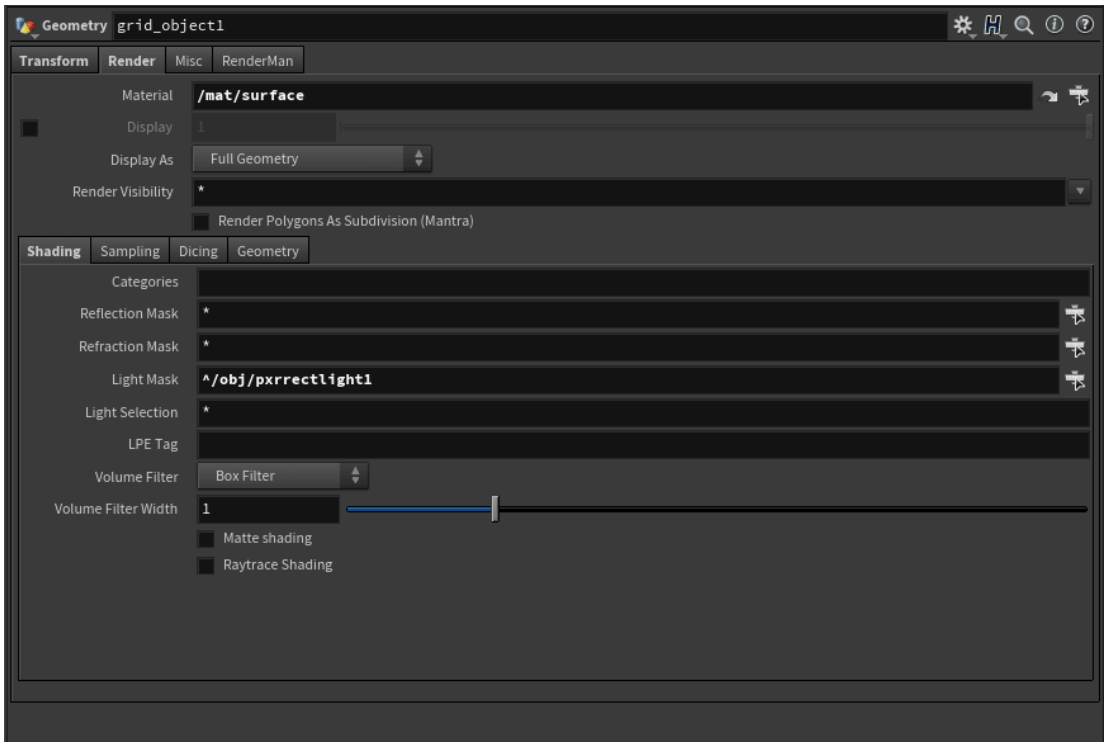
We set grouping membership to geometry with the *categories* parameter on the geometry in order to use them in trace set or shadow subset.



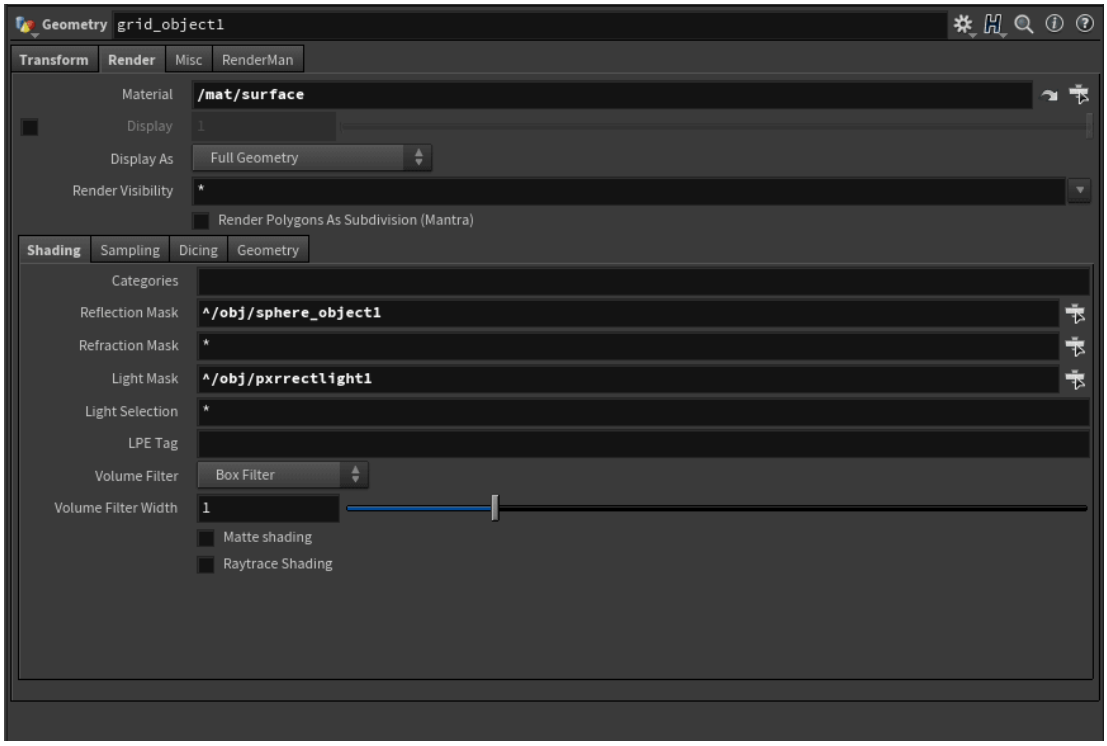
Simple Tokens:

- Asterisk * - Everything, the default
- Only the object name/path - Include the following object, sphere_object
- Caret ^ - Exclude the following object, ^sphere_object
- The @ symbol - Include this bundle/grouping of objects, @carEngine

As an example of its usage, in the PxrRectLight below, we simply specify that grouping membership name in the Light Mask and add the caret ^ to exclude the specified light path. In the example below, the grid object is not lit by the PxrRectLight. Note that this can be done through the UI for the Light Bank and light Linking but also works for trace sets. You may also just say ^pxrrectlight and omit the /obj/ path

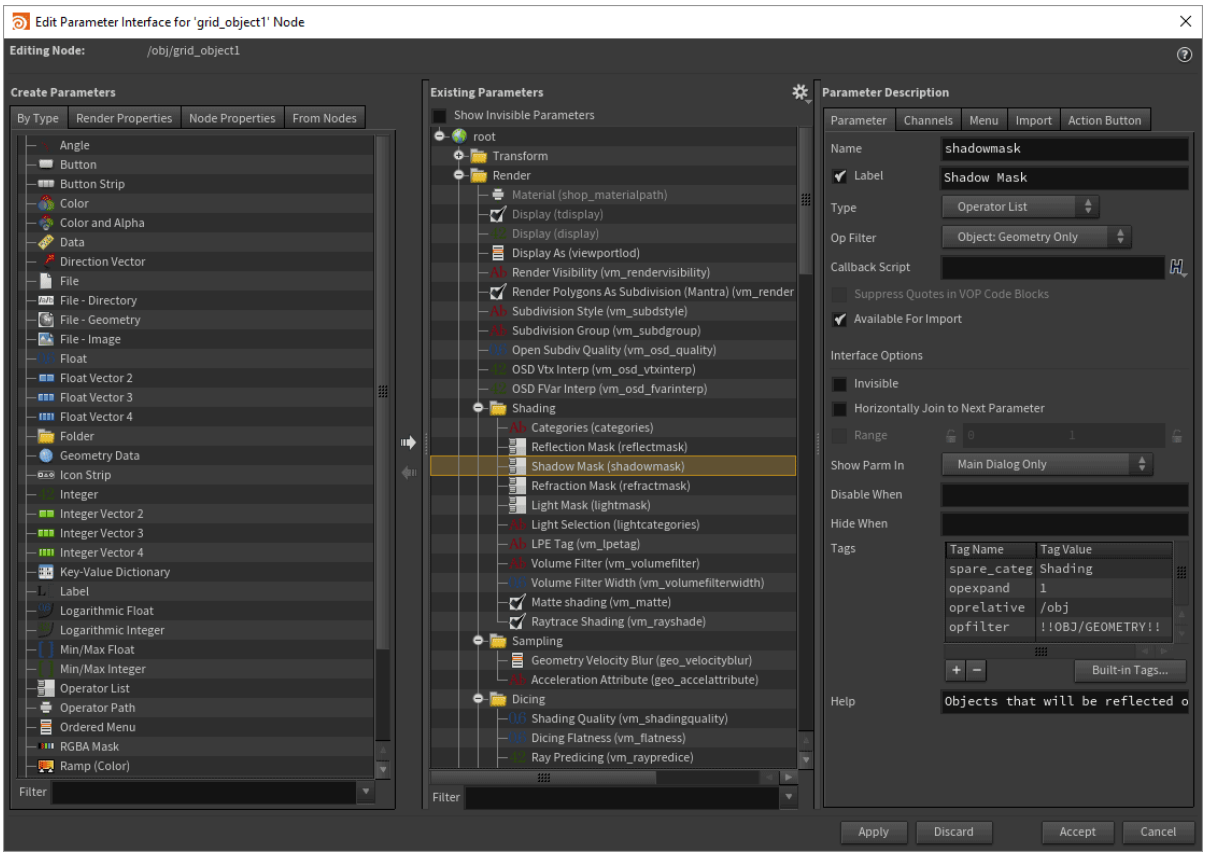


Below we omit the reflection of a sphere object as well as the light from the rect light.



Another common requirement is to ignore shadows cast from specific objects. To do this, Edit the Parameter Interface (the cog wheel at the Object Name field)

You can add the Shadow Mask by copying and renaming the Reflection Mask as shown below. You can then use the field to select what objects are allowed to or excluded from shadowing the object.


Edit Parameter Interface for 'grid_object1' Node
Editing Node: /obj/grid_object1
Create Parameters
By Type
Render Properties
Node Properties
From Nodes
Angle
Button
Button Strip
Color
Color and Alpha
Data
Direction Vector
File
File - Directory
File - Geometry
File - Image
Float
Float Vector 2
Float Vector 3
Float Vector 4
Folder
Geometry Data
Icon Strip
Integer
Integer Vector 2
Integer Vector 3
Integer Vector 4
Key-Value Dictionary
Label
Logarithmic Float
Logarithmic Integer
Min/Max Float
Min/Max Integer
Operator List
Operator Path
Ordered Menu
RGBA Mask
Ramp (Color)
Filter
Existing Parameters
Show Invisible Parameters
root
Transform
Render
Material (shop_materialpath)
Display (tdisplay)
Display (display)
Display As (viewportlod)
Render Visibility (vm_rendervisibility)
Render Polygons As Subdivision (Mantra) (vm_render
Subdivision Style (vm_subdstyle)
Subdivision Group (vm_subdgroup)
Open Subdiv Quality (vm_osd_quality)
OSD Vtx Interp (vm_osd_vtxinterp)
OSD FVar Interp (vm_osd_fvarinterp)
Shading
Categories (categories)
Reflection Mask (reflectmask)
Shadow Mask (shadowmask)
Refraction Mask (refractmask)
Light Mask (lightmask)
Light Selection (lightcategories)
LPE Tag (vm_lpetag)
Volume Filter (vm_volumefilter)
Volume Filter Width (vm_volumefilterwidth)
Matte shading (vm_matte)
Raytrace Shading (vm_rayshade)
Sampling
Geometry Velocity Blur (geo_velocityblur)
Acceleration Attribute (geo_accelattribute)
Dicing
Shading Quality (vm_shadingquality)
Dicing Flatness (vm_flatness)
Ray Predicing (vm_raypredice)
Filter
Parameter Description
Parameter
Channels
Menu
Import
Action Button
Name shadowmask
Label Shadow Mask
Type Operator List
Op Filter Object: Geometry Only
Callback Script
Suppress Quotes in VOP Code Blocks
Available For Import
Interface Options
Invisible
Horizontally Join to Next Parameter
Range
Show Parm In Main Dialog Only
Disable When
Hide When
Tags
Tag Name
Tag Value
spare_categ Shading
opexpand 1
oprelative /obj
opfilter !!OBJ/GEOMETRY!!
Built-in Tags...
Help Objects that will be reflected o
Apply
Discard
Accept
Cancel