

Instance Attributes

Common

Name	Type	Default	Description
grouping:membership	<i>string</i>	<i>empty</i>	Grouping membership used for linking.
identifier:id	<i>int</i>	0	Lower 32 bits of 64 bit object id.
identifier:id2	<i>int</i>	0	Upper 32 bits of 64 bit object id.
identifier:lpegroup	<i>string</i>	<i>empty</i>	Grouping membership used for light path expressions.
identifier:name	<i>string</i>	<i>empty</i>	Object instance name.

Shading

Name	Type	Default	Description
lightfilter:subset	<i>string</i>	<i>empty</i>	Active light filter groups in lighting.
lighting:excludesubset	<i>string</i>	<i>empty</i>	Exclude light groups from lighting.
lighting:mute	<i>int</i>	0	Mutes light emission.
lighting:subset	<i>string</i>	<i>empty</i>	Light groups active in lighting.
Ri:Matte	<i>int</i>	0	Indicates matte object.
Ri:ReverseOrientation	<i>int</i>	0	Flip shading normals.
Ri:Sides	<i>int</i>	2	Geometry can be one or two sided.
shade:minsamples	<i>int</i>	1	Min Pixel Samples. For fine-tuning adaptive sampling.
shade:relativepixelvariance	<i>float</i>	1	PixelVariance multiplier for camera visible objects. For fine-tuning adaptive sampling.
trace:holdout	<i>int</i>	0	Indicates holdout object.
trace:intersectpriority	<i>int</i>	0	Raytrace intersection priority for nested dielectrics.
trace:maxdiffusedepth	<i>int</i>	1	Maximum diffuse light bounces. Not valid for PxrUnified integrator
trace:maxspeculardepth	<i>int</i>	2	Maximum specular light bounces. Not valid for PxrUnified integrator
trace:reflectexcludesubset	<i>string</i>	<i>empty</i>	Exclude object groups from relections.
trace:reflectsubset	<i>string</i>	<i>empty</i>	Object groups visible to reflections.
trace:shadowexcludesubset	<i>string</i>	<i>empty</i>	Exclude object groups from casting shadows.
trace:shadowsubset	<i>string</i>	<i>empty</i>	Object groups active in shadows.
trace:transmitexcludesubset	<i>string</i>	<i>empty</i>	Exclude object groups from refractions.
trace:transmitsubset	<i>string</i>	<i>empty</i>	Object groups visible to refractions.
visibility:camera	<i>int</i>	1	Indicates if object is visible to camera rays.
visibility:indirect	<i>int</i>	1	Indicates if object is visible to indirect (reflection and refraction) rays.
visibility:transmission	<i>int</i>	1	Indicates if object is visible to shadow rays.