PxrLayeredTexture

This node allows for the layering of textures using masks. This is useful for adding decals, labels, damage, and more to your texture result.

Like all texture style nodes, this node takes a manifold which describes either a 2D or 3D domain to apply a the texture to. The default behavior if no manifold is attached, is to apply over the s,t domain defined on the geometry, typically called your "UV Layout".

Provides access to texture files. Texture atlas format files can be read in UDIM (Mari) format, ZBrush, or mudbox format. This plugin also supports Rtx procedural texture plugins.

Mute

Ignore this node in the composting chain.

Texture Overlay

Allows chaining of texture nodes by connecting an overlay here.

Mask

Mask Value

A scalar value, a pattern connection or another grayscale texture to control the visibility of this texture in the compositing chain. Texture connections are preferred in the following parameter.

Mask Texture

An RGB texture used to control the visibility of this node.

Mask Channel

Select the channel offset for the masking channel from the above texture input.

Mask Atlas Style

If you specify an atlas style, the *filename* must contain _MAPID_ which will be substituted automatically according to the surface parameterization and *atlas Style.* A Mari UDIM example for the first UV tile would be Diffuse1001.tex where "1001" replaces _MAPID_ in the texture filename.

Value	Application Style	Example (Diffuse_MAPID_.tex)
0	None	
1	UDIM (Mari)	Diffuse1001.tex, Diffuse1002.tex, etc.
2	UV Tile Base-1 (Mudbox)	Diffuse_u1_v1.tex, Diffuse_u1_v2.tex, etc.
3	UV Tile Base-0 (Zbrush)	Diffuse_u0_v0.tex, Diffuse_u0_v1.tex, etc.

Missing Mask

This is the value or pattern input to use when one of the above connections/parameters cannot be read or used. This is a useful fallback.

Texture Input Parameters

Filename

The filename of the texture. This parameter must be supplied.

To use an image sequence, Typically, you'll use string substitutions to construct texture map references by embedding the frame number in your favorite representation. Here's an example:

```
    (For Maya)   $PROJPATH/sourceimages/flapping.<f4>.tex

    (For Katana) '/images/flapping.%04d.tex' % frame

    (For Houdini) use $F $F3 in the file name or Houdini expressions,`padzero(3, $F)`
```

⚠ It's best to avoid special characters, diacritics, and spaces in your file path as these may not be resolved correctly and result in the texture failing to render.

First Channel Offset

Offsets the first color channel to be looked up.

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⚠ Users should avoid negative texture coordinates for all atlas texture workflows

Invert T

Inverts the t parameter for the texture lookup.

Manifold

Provides the domain over which to apply the texture. Defaults to s,t. Supply a manifold here to manipulate the texture placement, example: PxrManifold2D

Texture Filtering

Filter

Selects different reconstruction filters that can be used during texture lookup. The filters available for PxrTexture are:

- 0: Nearest
- 1: Box
- 2: Bilinear
- 3: Bspline
- 6: Gaussian
- 7: Lagrangian

Blur

Specifies how much to blur the image retrieved from the texture file.

Mip Interpolate

Selects whether to interpolate between adjacent resolutions in the multi-resolution texture, resulting in smoother transitions between levels.

Missing Color

If there is an error opening the texture, use this color.

Missing Alpha

If there is an error opening the texture, use this alpha.

Color Correct

Linearize

Apply the reverse sRGB transform your texture. If you are painting textures in sRGB space (default for most paint packages) but viewing your data in data linear space, your textures will look washed out. This will apply the sRGB transform to your texture, which should make it appear visually linear again.

Color Tint

Apply a tint (color shift) to the resulting color.

Color Offset

Offset the resulting color rather than tinting the result as above.

Do Not Optimize

Turn off internal optimizations, this will likely impact performance negatively and is off by default

Advanced Settings

MipBias

Bias mip selection chosen for rendering to either a higher (negative integers) or lower resolution (positive integers) selection.

MaxResolution

Clamp mip selection to a preferred maximum level. This may prevent the highest resolutions from being rendered depending on your selection.

OptimizeIndirect

Sets texture filter to Box (inexpensive) on indirect hits instead of the selected filter used for other visible effects.

Output Parameters

resultRGB

The filtered color result. Note that all results are looked up starting at the *startChannel* offset.

resultR

The R channel result

resultG

The G channel result

resultB

The B channel result

resultA

If alpha is present and resultRGB is connected it returns the channel after RGB. If RGB is not connected it returns the first channel.