# Baking in Katana

Baking allows users to pre-compute or "bake" pattern networks into 2D texture images or 3D point clouds.

Bake Patterns

Add PxrBakeTexture or PxrBakePointCloud patterns into your shading network in places where you want to bake that state of the network into a texture or point cloud. This node will bake textures, read textures, or act as a pass through node depending on the node and hider settings.
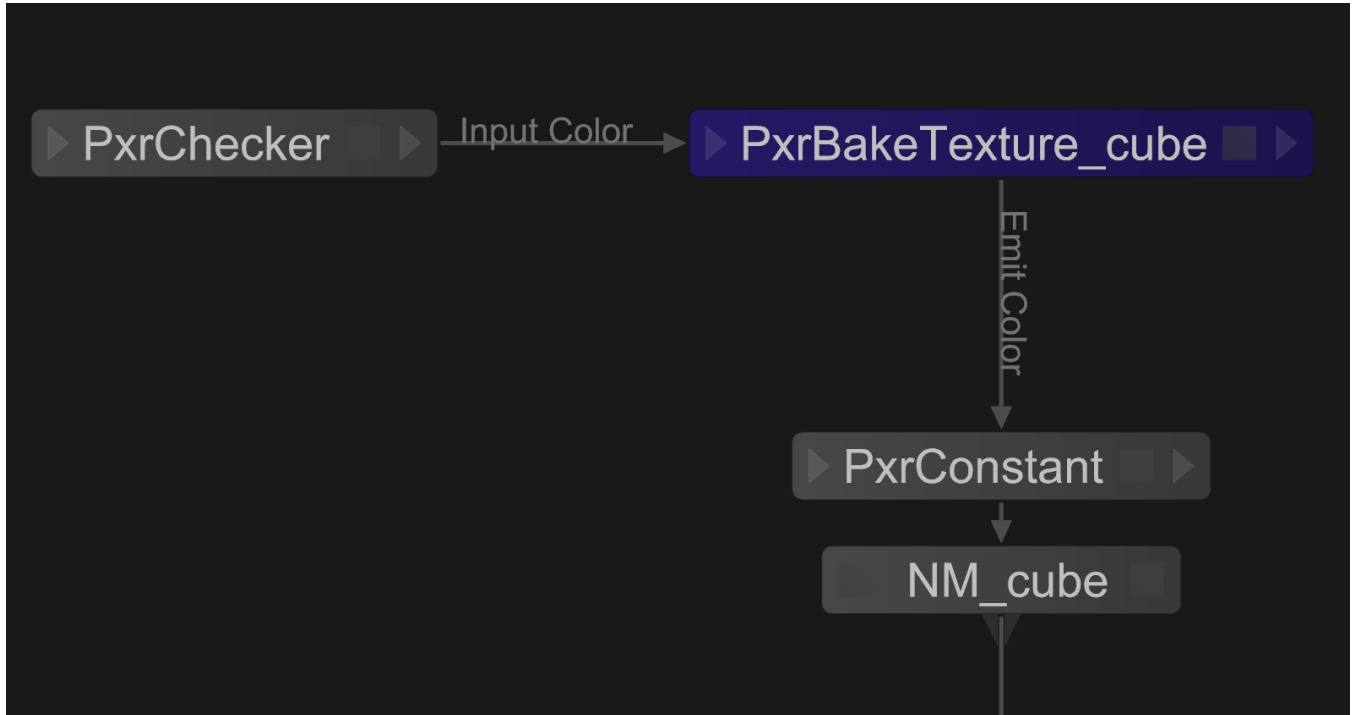
Starting a Bake Render

To bake a texture, you must set the hider setting on the PrmanGlobalStatements node to "bake". Bake renders must be Disk Renders (not Live/Preview Renders) because the renderer writes textures to disk and has nothing to display interactively. The baked textures will be written to the locations specified in the individual PxrBakeTexture or PxrBakePointCloud patterns.

PrmanGlobalStatements_bake ■ PrmanGlobalStatements

| Parameter Layout | Simple |
| Quality Presets | default |

pixelVariance 0.005

▶ **camera**

▶ **integrator**

▼ **hider**

| hider | bake |

pixelSamples | 2.0 | 2.0 |

▶ **options**

renderDisplay | Monitor |