# Instance Attributes

## Common

| Name | Type | Default | Description |
|---|---|---|---|
| grouping:id | *int* | 0 | Grouping id used for raytrace disambiguation purposes. Value range: 0 to 15. |
| grouping:membership | *string* | *empty* | Grouping membership used for linking. |
| identifier:id | *int* | 0 | Lower 32 bits of 64 bit object id. |
| identifier:id2 | *int* | 0 | Upper 32 bits of 64 bit object id. |
| identifier:lpegroup | *string* | *empty* | Grouping membership used for light path expressions. |
| identifier:name | *string* | *empty* | Object instance name. |
| stats:identifier | *string* | *empty* | Identifier string used by the stats system when referring to this instance. |

## Shading

| Name | Type | Default | Description |
|---|---|---|---|
| lightfilter:subset | *string* | *empty* | Active light filter groups in lighting. |
| lighting:excludesubset | *string* | *empty* | Exclude light groups from lighting. |
| lighting:mute | *int* | 0 | Mutes light emission. |
| lighting:subset | *string* | *empty* | Light groups active in lighting. |
| Ri:Matte | *int* | 0 | Indicates matte object. |
| Ri:ReverseOrientation | *int* | 0 | Flip shading normals. |
| Ri:Sides | *int* | 2 | Geometry can be one or two sided. |
| shade:indexofrefraction | *float* | -1 | Override material IOR for nested dielectrics. |
| shade:minsamples | *int* | 1 | Min Pixel Samples. For fine-tuning adaptive sampling. |
| shade:relativepixelvariance | *float* | 1 | PixelVariance multiplier for camera visible objects. For fine-tuning adaptive sampling. |
| trace:holdout | *int* | 0 | Indicates holdout object. |
| trace:intersectpriority | *int* | 0 | Raytrace intersection priority for nested dielectrics. Value range: 0 to 31. |
| trace:maxdiffusedepth | *int* | 1 | Maximum diffuse light bounces. |
| trace:maxspeculardepth | *int* | 2 | Maximum specular light bounces. |
| trace:reflectexcludesubset | *string* | *empty* | Exclude object groups from relections. |
| trace:reflectsubset | *string* | *empty* | Object groups visible to reflections. |
| trace:shadowexcludesubset | *string* | *empty* | Exclude object groups from casting shadows. |
| trace:shadowsubset | *string* | *empty* | Object groups active in shadows. |
| trace:transmitexcludesubset | *string* | *empty* | Exclude object groups from refractions. |
| trace:transmitsubset | *string* | *empty* | Object groups visible to refractions. |
| visibility:camera | *int* | 1 | Indicates if object is visible to camera rays. |
| visibility:indirect | *int* | 1 | Indicates if object is visible to indirect (reflection and refraction) rays. |
| visibility:transmission | *int* | 1 | Indicates if object is visible to shadow rays. |