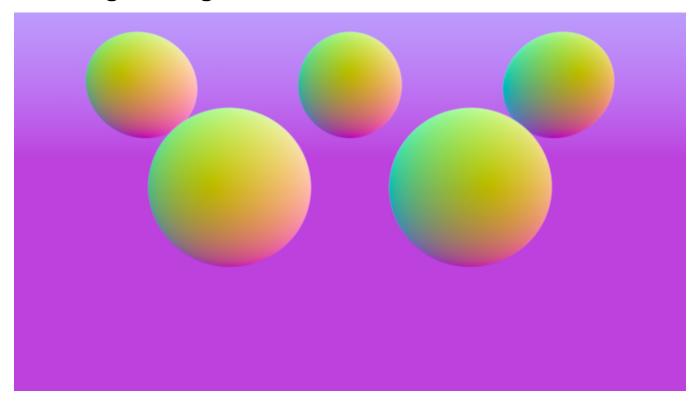
PxrDebugShadingContext



This integrator is used to visualize data in the shading context, such as normals and texture coordinates. It is not designed to produce "final-quality" images.

Parameters

"string viewchannel" defaults to Nn and is one of:

- Nn x,y,z mapped to rgb. <0,0,0> is middle grey.
 Vn x,y,z mapped to rgb. <0,0,0> is middle grey.
- VLen scalar mapped to intensity.
- Tn x,y,z mapped to rgb. <0,0,0> is middle grey.
- ST s mapped to red, t to green.
- UV u mapped to red, v to green.
- InsideOutside The dot product of V and N is used to determine whether a surface is outside or inside. Outside is mapped to green, inside is mapped to red.
- **P** x,y,z mapped to rgb. <0,0,0> is middle grey.
- **dPdu** x,y,z mapped to rgb. <0,0,0> is middle grey
- dPdv x,y,z mapped to rgb. <0,0,0> is middle grey
- Po The surface location before displacement
- Non Normalized shading normal before displacement