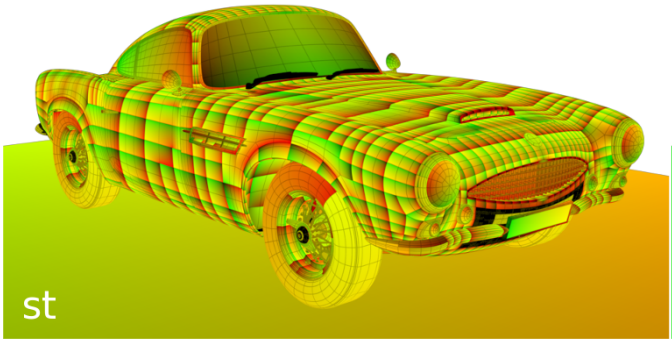
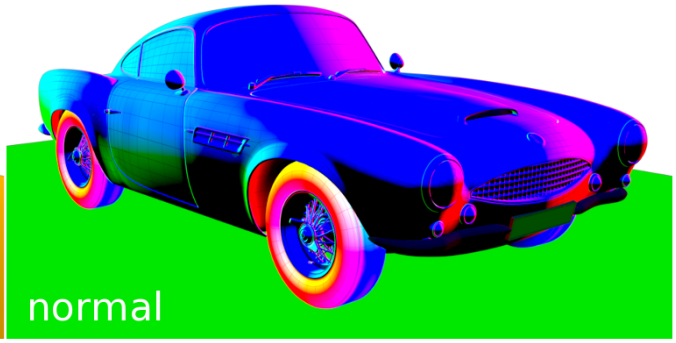
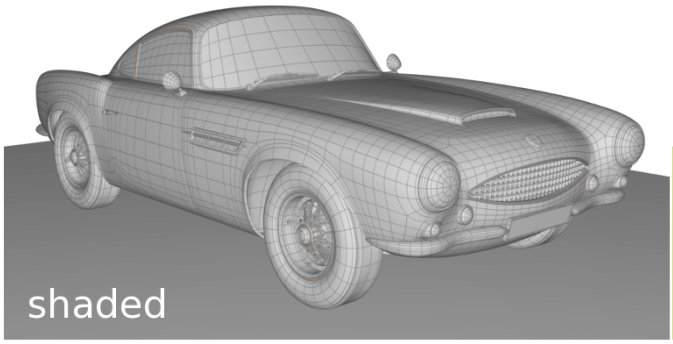
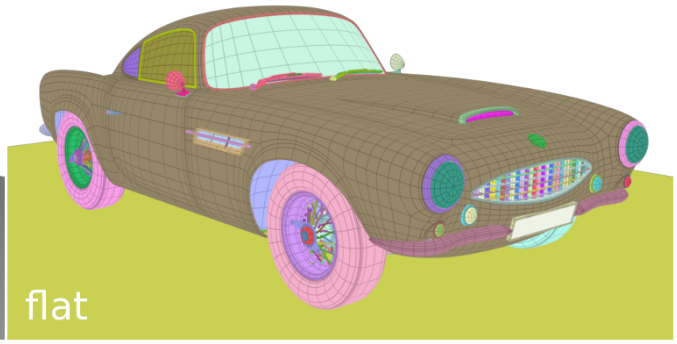
PxrVisualizer











PxrVisualizer is a utility integrator that can be used to navigate large scenes and inspect geometry during Interactive re-rendering. It allows different styles of viewing, including shaded, flat, normals, st, wireframe. Disable pretessellate for the best results (this is done automatically in Renderman for Maya, RfM). When using PxrVisualizer with IPR in RfM, be sure to set Update Mode to "Continuous" in the IPR Options. For complex Maya scenes, hiding the geometry in the viewport improves scene navigation with PxrVisualizer rerendering.

Parameters

Parameter	Description
int wireframe	[1]: (Default) Visualizes the geometry's wireframe.

string style	["shaded"]: (Default) Simple N dot V shading. ["bxdf"]: Renders the scene with a virtual light and does not evaluate shadows or indirect lighting. Similar to the PxrDefault integrator. ["flat"]: Renders each object with a different flat color based on the object id. ["st"]: Renders the normalized st. ["normals"]: Renders the normals in object space.
int normalCheck	[1]: Displays areas with inverted normals in a bright orange. This option is off by default.

Standard AOVs

On top of regular LPE-based AOVs, this integrator outputs a number of standard AOVs typically used by compositors.

Declaration	Contents	Channels
color __Pworld	P in world-space	__Pworld.r : x component __Pworld.g : y component __Pworld.b : z component
color __Nworld	Nn in world-space	__Nworld.r : x component __Nworld.g : y component __Nworld.b : z component
color __depth	Multi-purpose AOV	__depth.r : depth from camera in world-space __depth.g : height in world-space __depth.b : geometric facing ratio : abs(Nn.V)
color __st	Texture coords	__st.x : s __st.y : t __st.z : 0.0
color __Pref	Reference Position primvar (if available)	__Pref.r : x component __Pref.g : y component __Pref.b : z component
color __Nref	Reference Normal primvar (if available)	__Nref.r : x component __Nref.g : y component __Nref.b : z component
color __WPref	Reference World Position primvar (if available)	__WPref.r : x component __WPref.g : y component __WPref.b : z component
color __WNref	Reference World Normal primvar (if available)	__WNref.r : x component __WNref.g : y component __WNref.b : z component