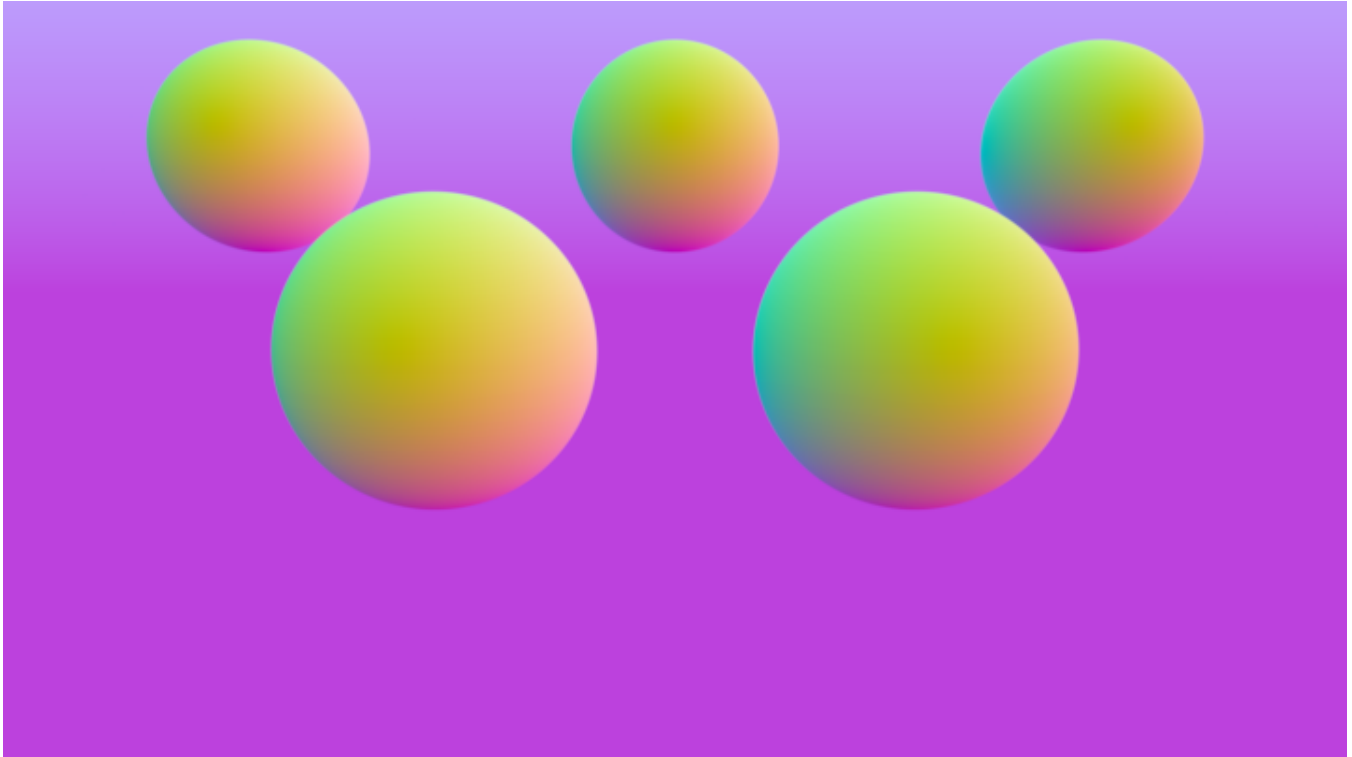# PxrDebugShadingContext

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