

PxrShadedSide

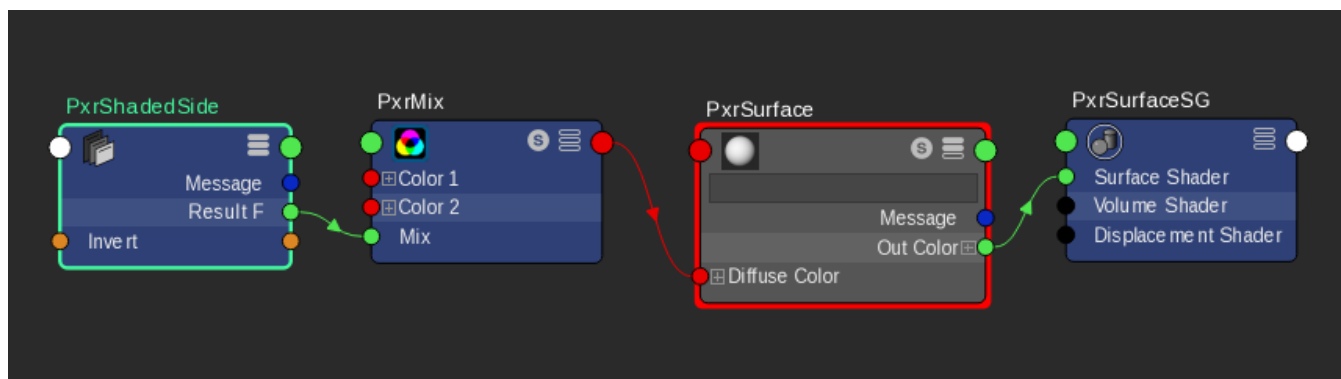
PxrShadedSide is an OSL pattern that tells us which side is being shaded. This is useful for shading object with two sides where we can assign different color to each side of the object.

Parameters

Invert

If the side we want is on the opposite side, turn this on to invert it.

Example



PxrShadedSide with PxrMix for Diffuse Color