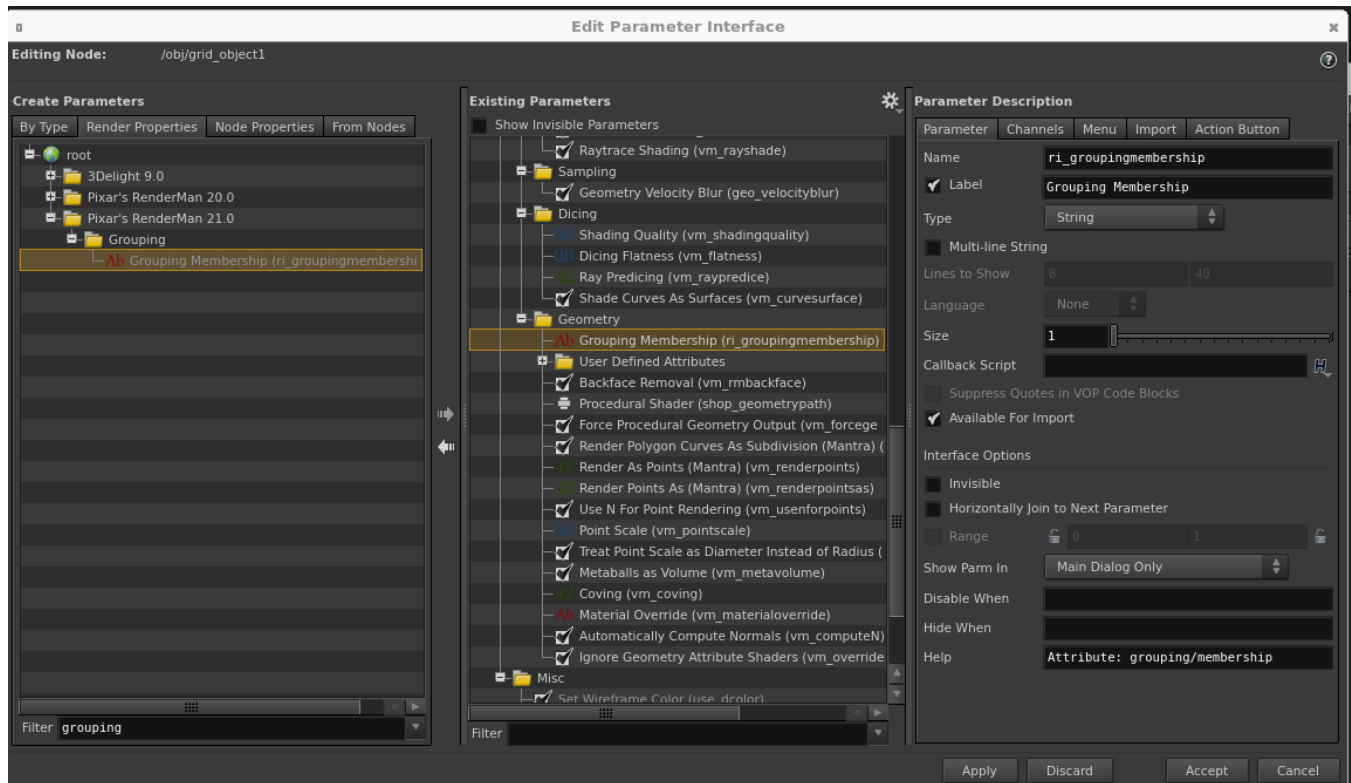


# Grouping Membership

We add grouping membership to geometry in order to use them in [traceset](#) or shadow subset.



As an example of its usage, in the PxrRectLight below, we simply specify that grouping membership name in the shadow\_object so only the geometry with those grouping membership will cast shadow.

