Glow Parameters

In the parameters below, some of them can be overridden by a PxrLayer when connected to the **Input Material** or through a PxrLayerMixer. PxrLayerSurface is designed to better illustrate which parameters are not able to be overridden in a layer by including only parameters that are global. We recommend this material when you know you will be layering. The results of these settings are unchanged.

- **Bold Face** parameters are layerable, able to be overridden per layer.
- *Italicized* parameters are not able to be layered or overridden. These are globally obeyed for all layers. For example: Choosing GGX as a specular model will mean all layers will be GGX for that parameter.

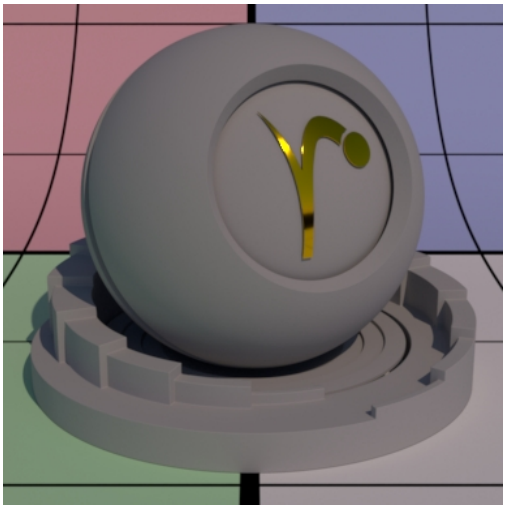
Glow Parameters

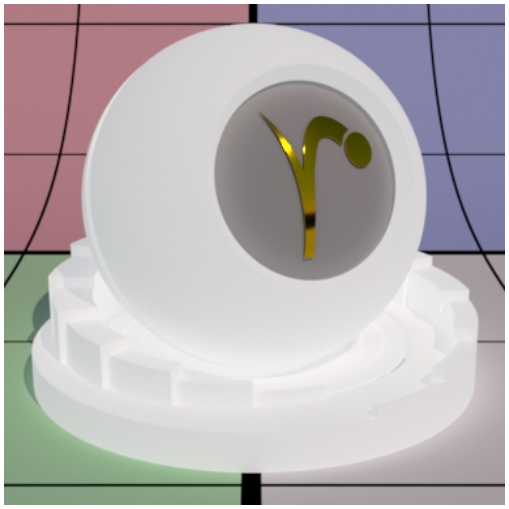
Glow can make an object *appear* to emit light. This is useful when you need a textured effect like lit panels, circuitry, lava, or other complex effects with local influence in lighting.

This is not an efficient way to light a scene and would require indirect bounces to be at least 2 to be effective. We recommend this as a textured effect and not for actual lighting.

Gain

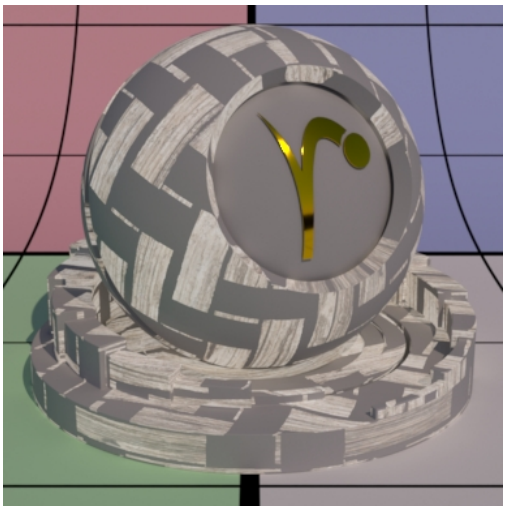
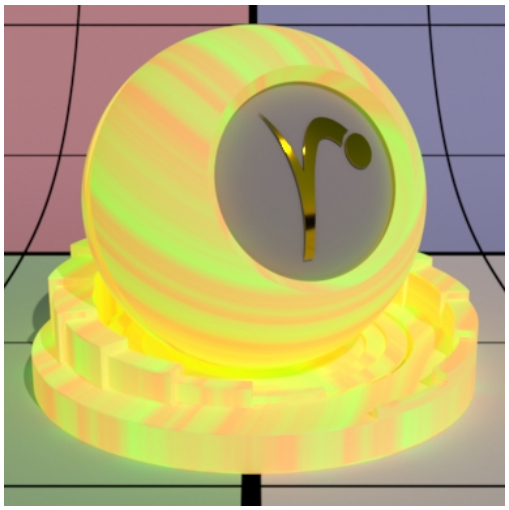
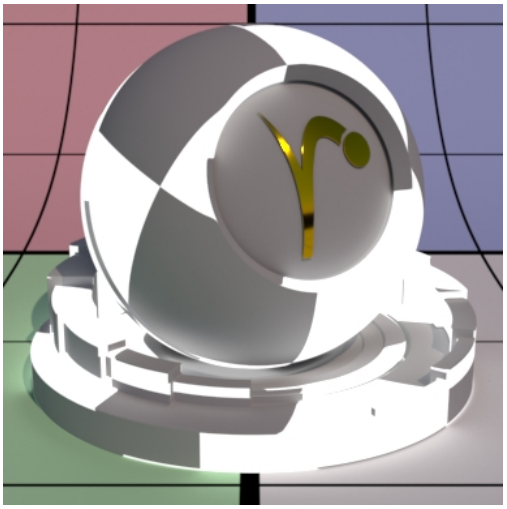
Glow gain or weight. Below we go from the default grey material and increase the gain (using white color) to 0.5 and then 1.0.





Color

Controls the incandescence color, or glow, of the material. Below are various examples of textured inputs to the Color parameter.

RenderMan Fundamentals