

Instance Attributes

Common

Name	Type	Default	Description
bake:activeudims	string	empty	Active udims for Integrator baking of texture atlases. Lists and ranges of udims can be provided in the string, for example: Attribute "bake" "string activeudims" "1001,1003,1005-1006". The default is "" which means all udims get baked.
bake:udimresolutions	string	empty	Udim texture resolutions for Integrator baking of texture atlases. Lists and ranges of udims can be provided in the string, for example: Attribute "bake" "string udimresolutions" "1001 512 512 1002,1003 64 32 1005-1006 16 16" If the string is empty (the default) then the Display Format resolution will be used.
grouping:id	int	0	Grouping id used for raytrace disambiguation purposes. Value range: 0 to 15.
grouping:membership	string	empty	Grouping membership used for linking.
identifier:id	int	0	Lower 32 bits of 64 bit object id.
identifier:id2	int	0	Upper 32 bits of 64 bit object id.
identifier:lpegroup	string	empty	Grouping membership used for light path expressions.
identifier:name	string	empty	Object instance name.
stats:identifier	string	empty	Identifier string used by the stats system when referring to this instance.

Shading

Name	Type	Default	Description
curves:widthaffectscurvature	int	1	Indicates whether curve width should be used when computing curve curvature. If turned off, only the curvature along the curve spline will be calculated.
lightfilter:subset	string	empty	Active light filter groups in lighting.
lighting:excludesubset	string	empty	Exclude light groups from lighting.
lighting:mute	int	0	Mutes light emission.
lighting:subset	string	empty	Light groups active in lighting.
Ri:Matte	int	0	Indicates matte object.
Ri:ReverseOrientation	int	0	Flip shading normals.
Ri:Sides	int	2	Geometry can be one or two sided.
shade:indexofrefraction	float	-1	Override material IOR for nested dielectrics.
shade:minsamples	int	1	Min Pixel Samples. For fine-tuning adaptive sampling.
shade:relativepixelvariance	float	1	PixelVariance multiplier for camera visible objects. For fine-tuning adaptive sampling.
trace:holdout	int	0	Indicates holdout object.
trace:intersectpriority	int	0	Raytrace intersection priority for nested dielectrics. Value range: 0 to 31.
trace:maxdiffusedepth	int	1	Maximum diffuse light bounces.
trace:maxspeculardepth	int	2	Maximum specular light bounces.
trace:reflectexcludesubset	string	empty	Exclude object groups from relections.
trace:reflectsubset	string	empty	Object groups visible to reflections.
trace:shadowexcludesubset	string	empty	Exclude object groups from casting shadows.
trace:shadowsubset	string	empty	Object groups active in shadows.

trace: transmitexcludesubset	<i>string</i>	<i>empty</i>	Exclude object groups from refractions.
trace:transmitsubset	<i>string</i>	<i>empty</i>	Object groups visible to refractions.
visibility:camera	<i>int</i>	1	Indicates if object is visible to camera rays.
visibility:indirect	<i>int</i>	1	Indicates if object is visible to indirect (reflection and refraction) rays.
visibility:transmission	<i>int</i>	1	Indicates if object is visible to shadow rays.