PxrSurface in Maya

Chocolate Teapot
Eugene Riecansky

Myth

This famous saying depicted in a stunning chocolate scultpure, proving
that the phrase is, infact, false by all accounts.

Chocolate over wireframe

R

A PxrSurface BXDF can be applied to an object in Maya by simply selecting the object and then clicking the PxrSurface Icon in the button bar. PxrSurface can also be applied to objects in the scene by selecting them from the RenderMan Menu itself under the **Materials** heading.

The image below shows a small subset of the attributes that can be modified with this BXDF.

PxrSurface1

PxrSurface: PxrSurface1
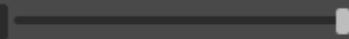
Focus
Presets
Show Hide
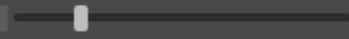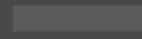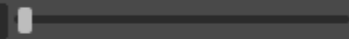
Sample

▼ PxrSurface

Input Material

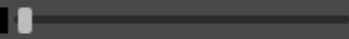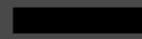### ▼ Diffuse

Gain `1.000`
Color
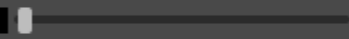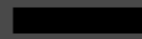Roughness `0.000`

▶ Advanced

▼ Primary Specular

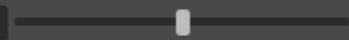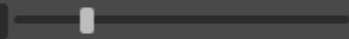Specular Fresnel Mode `Artistic`
Face Color
Edge Color
Fresnel Exponent `5.000`
Roughness `0.200`

▶ Advanced
▶ Rough Specular
▶ Clear Coat
▶ Specular and Clearcoat Globals
▶ Iridescence
▶ Fuzz
▶ Subsurface
▶ Single Scatter
▶ Scattering Globals
▶ Glass
▶ Glow
▶ Globals
▶ Utility Pattern[]
▶ Node Behavior
▶ UUID
▶ Extra Attributes

⚠

⚠ The Pattern Utility parameter described in the Globals is not visible in the Attribute Editor because of how arrays are handled in Maya. Instead, you may use this by making connections using the Node Editor inside the Hypershade. Examples include using a PxrSurface in Maya for creating an ID pass per material instance or combining a PxrSurface with another textured pattern to create other useful AOVs for compositing like noise, and more. Note that doing so may increase evaluation time for your assigned material.