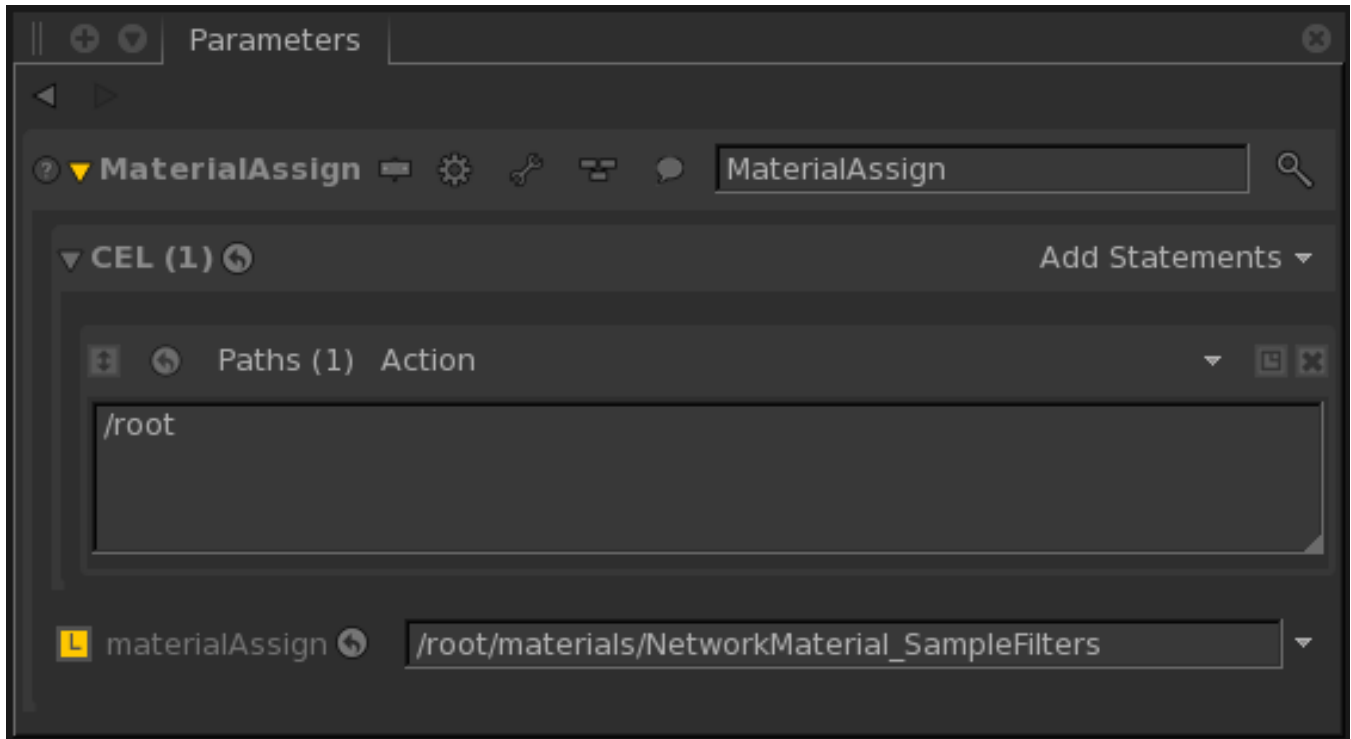


Display & Sample Filters in Katana

Setting up Display and Sample Filters in Katana

Create [Display and Sample Filters](#) in Katana with Material or with PrmanShadingNodes. Assign the Material or NetworkMaterial to /root with a MaterialAssign node.



Using Multiple Display or Sample Filters

You can use [PxrSampleFilterCombiner](#) or [PxrDisplayFilterCombiner](#) and a ShadingNodeArrayConnector node to combine multiple Sample or Display Filters.

