

# MaterialX: An Open Standard for Network-Based CG Object Looks

Version 1.38

Doug Smythe - Industrial Light & Magic  
Jonathan Stone - Lucasfilm Advanced Development Group  
August 11, 2020

## Introduction

Computer graphics production studios commonly use workflows involving multiple software tools for different parts of the production pipeline. There is also a significant amount of sharing and outsourcing of work across facilities, requiring companies to hand off fully look-developed models to other divisions or studios which may use different software packages and rendering systems. In addition, studio rendering pipelines that previously used monolithic shaders built by expert programmers or technical directors with fixed, predetermined texture-to-shader connections and hard-coded texture color-correction options are moving toward more flexible node graph-based shader networks built up by connecting images and procedurals to shader inputs through a graph of image processing and blending operators.

At least four distinct interrelated data relationships are required to specify the complete "look" of a CG object:

1. *Image processing networks* of sources, operators, connections and input values, outputting a number of spatially-varying data streams.
2. *Geometry-specific information* such as associated texture filenames or IDs for various map types.
3. Associations between spatially-varying data streams and/or uniform values and the inputs of surface, volume, or other shaders, defining a number of *materials*.
4. Associations between materials and specific geometries to create a number of *looks*.

To address the industry-wide need for an open, platform-independent, well-defined standard for specifying the "look" of computer graphics objects built using node networks, we propose a new material content schema, **MaterialX**, along with a corresponding XML-based file format to read and write MaterialX content. The MaterialX schema defines several primary element types plus a number of supplemental and sub-element types. The primary element types are:

- A set of **standard nodes** for defining data-processing graphs, shaders and materials
- **<nodedef>** for extending the standard node set with custom pattern and shading nodes
- **<geominfo>** for defining geometric properties that may be referenced from node graphs
- **<look>** for defining specific combinations of material and property assignments to geometries

This document describes the core MaterialX specification. Companion documents **MaterialX Physically Based Shading Nodes** and **MaterialX Supplemental Notes** describe additional node types and other information about the library.

# **Table of Contents**

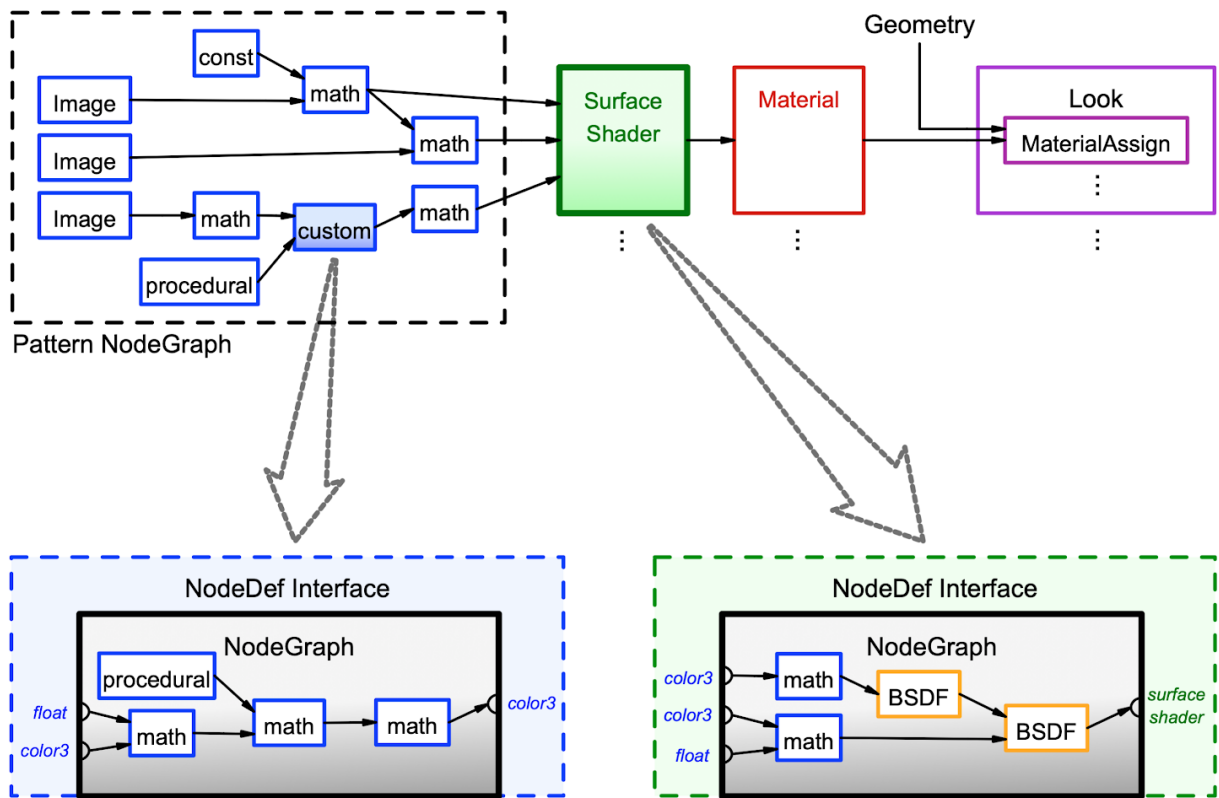
<b>Introduction</b>	<b>1</b>
<b>MaterialX Overview</b>	<b>4</b>
Definitions	5
MaterialX Names	6
MaterialX Data Types	6
Custom Data Types	8
MTLX File Format Definition	10
Color Spaces and Color Management Systems	11
Units	12
MaterialX Namespaces	13
Geometry Representation	15
Lights	15
Geometry Name Expressions	16
Collections	16
Geometric Properties	17
Geometry and File Prefixes	17
Image Filename Substitutions	19
<b>Nodes</b>	<b>20</b>
Inputs	20
Expressions and Function Curves	22
Node Graph Elements	22
Output Elements	22
Standard Source Nodes	24
Texture Nodes	24
Procedural Nodes	25
Geometric Nodes	28
Global Nodes	29
Application Nodes	30
Standard Operator Nodes	31
Math Nodes	31
Adjustment Nodes	36
Compositing Nodes	37
Conditional Nodes	39
Channel Nodes	40
Convolution Nodes	41
Standard Node Inputs	42

Standard UI Attributes	42
Backdrop Elements	43
Node Graph Examples	44
<b>Customization, Targeting and Shading</b>	<b>47</b>
Target Definition	47
Custom Attributes and Inputs	47
Please see the Custom Node Definition section below for further details.	49
Custom Nodes	49
Custom Node Declaration: NodeDef Elements	49
Custom Node Definition: Implementation Elements	53
Custom Node Definition Using Node Graphs	55
Custom Node Use	57
Shader Nodes	58
Standard Shader-Semantic Operator Nodes	60
Material Nodes	61
Material Variants	65
<b>Geometry Info Elements</b>	<b>66</b>
GeomInfo Definition	66
GeomProp Elements	66
Token Elements	67
TokenDefault Elements	68
Reserved GeomProp Names	68
<b>Look and Property Elements</b>	<b>69</b>
Property Definition	69
Look Definition	70
Assignment Elements	70
MaterialAssign Elements	71
VariantAssign Elements	71
Visibility Elements	72
PropertyAssign Elements	73
Look Examples	73

# MaterialX Overview

The diagram below gives a high-level overview of a typical MaterialX look definition. A directed acyclic graph of pattern generation and processing nodes is connected to inputs of a surface Shader which defines a layered BSDF response. One or more shaders can be connected to form a Material, which is associated with specific scene geometry via a MaterialAssign, a number of which comprise a Look. Each of the pattern nodes and even the Shaders may in turn be implemented using a graph of nodes: these NodeGraphs are given a parameter interface using NodeDefs, and these implementations may be reused with different input values just like any other Standard node defined by MaterialX.

MaterialX also allows the specification of additional information not shown in this diagram, such as geometry-specific properties, material variations, arbitrary custom inputs and attributes for nodes, rendering-target-specific versions of shaders, nodes and implementations, external compiled or generated shader implementations, and much more.



## MaterialX Overview

## **Definitions**

Because the same word can be used to mean slightly different things in different contexts, and because each studio and package has its own vocabulary, it's important to define exactly what we mean by any particular term in this proposal and use each term consistently.

An **Element** is a named object within a MaterialX document, which may possess any number of child elements and attributes. An **Attribute** is a named property of a MaterialX element.

A **Node** is a function that generates or operates upon spatially-varying data. This specification provides a set of standard nodes with precise definitions, and also supports the creation of custom nodes for application-specific uses. The interface for a node's incoming data is declared through **Inputs**, which may be spatially-varying or uniform, and **Tokens**, which are string values that can be substituted into image filenames.

A **Pattern** is a node that generates or processes simple scalar, vector, and color data, and has access to local properties of any geometry that has been bound.

A **Shader** is a node that can generate or process arbitrary lighting or BSDF data, and has access to global properties of the scene in which it is evaluated.

A **Material** is a node which internally or externally references one or more shaders with specific data streams or uniform values bound to their inputs.

A **Node Graph** is a directed acyclic graph of nodes, which may be used to define arbitrarily complex generation or processing networks. Common uses of Node Graphs are to describe a network of pattern nodes flowing to a shader input, or to define a complex or layered node in terms of simpler nodes.

A **Stream** refers to a flow of spatially-varying data from one node to another. A Stream most commonly consists of color, vector, or scalar data, but can transport data of any standard or custom type.

A **Layer** is a named 1-, 2-, 3- or 4-channel color "plane" within an image file. Image file formats that do not support multiple or named layers within a file should be treated as if the (single) layer was named "rgba".

A **Channel** is a single float value within a color or vector value, e.g. each layer of an image might have a red Channel, a green Channel, a blue Channel and an alpha Channel.

A **Geometry** is any renderable object, while a **Partition** refers to a specific named renderable subset of a piece of geometry, such as a face set.

A **Collection** is a recipe for building a list of geometries, which can be used as a shorthand for assigning e.g. a Material to a number of geometries in a Look.

A **Target** is a software environment that interprets MaterialX content to generate images, with common examples being digital content creation tools and 3D renderers.

## **MaterialX Names**

All elements in MaterialX (nodes, materials, shaders, etc.) are required to have a `name` attribute of type "string". The `name` attribute of a MaterialX element is its unique identifier, and no two elements within the same scope (i.e. elements with the same parent) may share a name.

Element names are restricted to upper- and lower-case letters, numbers, and underscores (“\_”) from the ASCII character set; all other characters and symbols are disallowed. MaterialX names are case-sensitive and are not allowed to begin with a digit.

## **MaterialX Data Types**

All values, input and output ports, and streams in MaterialX are strongly typed, and are explicitly associated with a specific data type. The following standard data types are defined by MaterialX:

### **Base Types:**

```
integer, boolean, float, color3, color4, vector2, vector3, vector4,  
matrix33, matrix44, string, filename, geomname
```

### **Array Types:**

```
integerarray, floatarray, color3array, color4array,  
vector2array, vector3array, vector4array, stringarray, geomnamearray
```

The following examples show the appropriate syntax for MaterialX attributes in MTLX files:

**Integer, Float:** just a value inside quotes:

```
integervalue = "1"  
floatvalue = "1.0"
```

**Boolean:** the lower-case word "true" or "false" inside quotes:

```
booleanvalue = "true"
```

**Color** types: MaterialX supports two different color types:

- `color3` (red, green, blue)
- `color4` (red, green, blue, alpha)

Color channel values should be separated by commas (with or without whitespace), within quotes:

```
color3value = "0.1,0.2,0.3"  
color4value = "0.1,0.2,0.3,1.0"
```

Note: all `color3` values and the RGB components of a `color4` value are presumed to be specified in the "working color space" defined in the enclosing `<materialx>` element, although any element within a document may provide a `colorspace` attribute that explicitly states the space in which color values within its scope should be interpreted; implementations are expected to translate those color values into the working color space before performing computations with those values. See the **Color Spaces and Color Management Systems** section below.

**Vector** types: similar to colors, MaterialX supports three different vector types:

- `vector2` (x, y)

- vector3 (x, y, z)
- vector4 (x, y, z, w)

Coordinate values should be separated by commas (with or without whitespace), within quotes:

```
vector2value = "0.234,0.885"
vector3value = "-0.13,12.883,91.7"
vector4value = "-0.13,12.883,91.7,1.0"
```

While color $N$  and vector $N$  types both describe vectors of floating-point values, they differ in a number of significant ways. First, the final channel of a color4 value is interpreted as an alpha channel by compositing operators, and is only meaningful within the [0, 1] range, while the fourth channel of a vector4 value *could be* (but is not necessarily) interpreted as the "w" value of a homogeneous 3D vector. Additionally, values of type color3 and color4 are always associated with a particular color space and are affected by color transformations, while values of type vector3 and vector4 are not. More detailed rules for color $N$  and vector $N$  operations may be found in the **Standard Operators** section of the specification.

**Matrix** types: MaterialX supports two matrix types that may be used to represent geometric and color transforms. The matrix33 and matrix44 types, respectively, represent 3x3 and 4x4 matrices and are written as nine or sixteen float values separated by commas, in row-major order:

```
matrix33value = "1,0,0, 0,1,0, 0,0,1"
matrix44value = "1,0,0,0, 0,1,0,0, 0,0,1,0, 0,0,0,1"
```

**String**: literal text within quotes. See the **MTLX File Format Definition** section for details on representing special characters within string data.

```
stringvalue = "some text"
```

**Filename**: attributes of type "filename" are just strings within quotes, but specifically mean a Uniform Resource Identifier ([https://en.wikipedia.org/wiki/Uniform\\_Resource\\_Identifier](https://en.wikipedia.org/wiki/Uniform_Resource_Identifier)) that represents a reference to an external asset, such as a file on disk or a query into a content management system, with image filename string substitution being performed on the string before the URI reference is resolved. For maximum portability between applications, regular filenames relative to a current working directory are generally preferred, especially for <image> filenames.

```
filevalue = "diffuse/color01.tif"
filevalue = "/s/myshow/assets/myasset/v102.1/wetdrips/drips.{frame}.tif"
filevalue = "https://github.com/organization/project/tree/master/src/node.osl"
filevalue = "cmscheme:myassetdiffuse.<UDIM>.tif?ver=current"
```

**GeomName** and **GeomNameArray**: attributes of type "geomname" are just strings within quotes, but specifically mean the name of a single geometry using the conventions described in the **Geometry Representation** and **Geometry Name Expressions** sections. A geomname is allowed to use a geometry name expression as long as it resolves to a single geometry. Attributes of type "geomnamearray" are strings within quotes containing a comma-separated list of one or more geomname values with or without expressions, and may resolve to any number of geometries.

**IntegerArray**, **FloatArray**, **Color3Array**, **Color4Array**, **Vector2Array**, **Vector3Array**, **Vector4Array**, **StringArray**: any number of values (including zero) of the same base type, separated by commas (with or without whitespace), within quotes; arrays of color3's, color4's, vector2's, vector3's or vector4's are simply a 1D list of channel values in order, e.g. "r0, g0, b0, r1, g1, b1, r2, g2, b2". Individual string values within stringarrays may not contain commas or semicolons, and any leading and trailing whitespace characters in them is ignored. MaterialX does not support multi-dimensional or

nested arrays.

```
integerarrayvalue = "1,2,3,4,5"  
floatarrayvalue = "1.0, 2.2, 3.3, 4.4, 5.5"  
color3arrayvalue = ".1,.2,.3, .2,.3,.4, .3,.4,.5"  
color4arrayvalue = ".1,.2,.3,1, .2,.3,.4,.98, .3,.4,.5,.9"  
vector2arrayvalue = "0,.1, .4,.5, .9,1.0"  
vector3arrayvalue = "-0.2,0.11,0.74, 5.1,-0.31,4.62"  
vector4arrayvalue = "-0.2,0.11,0.74,1, 5.1,-0.31,4.62,1"  
stringarrayvalue = "hello, there, world"
```

## Custom Data Types

In addition to the standard data types, MaterialX supports the specification of custom data types for the inputs and outputs of shaders and custom nodes. This allows documents to describe data streams of any complex type an application may require; examples might include BxDF profiles or spectral color samples. The structure of a custom type's contents may be described using a number of <member> elements, though it is also permissible to only declare the custom type's name and treat the type as "blind data".

Types can be declared to have a specific semantic, which can be used to determine how values of that type should be interpreted, and how nodes outputting that type can be connected. Currently, MaterialX defines three semantics:

- "color": the type is interpreted to represent or contain a color, and thus should be color-managed as described in the **Color Spaces and Color Management Systems** section.
- "shader": the type is interpreted as a shader output type; nodes or nodegraphs which output a type with a "shader" semantic can be used to define a shader-type node, which can be connected to inputs of "material"-type nodes.
- "material": the type is interpreted as a material output type; nodes or nodegraphs which output a type with a "material" semantic can be referenced by a <materialassign> in a <look>.

Types not defined with a specific semantic are assumed to have semantic="default".

Custom types are defined using the <typedef> element:

```
<typedef name="blindtype1"/>  
<typedef name="manifold">  
  <member name="P" type="vector3"/>  
  <member name="N" type="vector3"/>  
  <member name="du" type="vector3"/>  
  <member name="dv" type="vector3"/>  
</typedef>
```

Attributes for <typedef> elements:

- name (string, required): the name of this type. Cannot be the same as a built-in MaterialX type.
- semantic (string, optional): the semantic for this type (see above); the default semantic is "default".
- context (string, optional): a semantic-specific context in which this type should be applied. For "shader" semantic types, context defines the rendering context in which the shader output is interpreted; please see the **Shader Nodes** section for details.



Attributes for `<member>` elements:

- `name` (string, required): the name of the member variable.
- `type` (string, required): the type of the member variable; can be any built-in MaterialX type; using custom types for `<member>` types is not supported.

If a number of `<member>` elements are provided, then a MaterialX file can specify a value for that type any place it is used, as a semicolon-separated list of numbers and strings, with the expectation that the numbers and strings between semicolons exactly line up with the expected `<member>` types in order. For example, if the following `<typedef>` was declared:

```
<typedef name="exampletype">
  <member name="id" type="integer"/>
  <member name="compclr" type="color3"/>
  <member name="objects" type="stringarray"/>
  <member name="minvec" type="vector2"/>
  <member name="maxvec" type="vector2"/>
</typedef>
```

Then a permissible input declaration in a custom node using that type could be:

```
<input name="in2" type="exampletype" value="3; 0.18,0.2,0.11; foo,bar;
0.0,1.0; 3.4,5.1"/>
```

If `<member>` child elements are not provided, e.g. if the contents of the custom type cannot be represented as a list of MaterialX types, then a value cannot be provided, and this type can only be used to pass blind data from one custom node's output to another custom node or shader input.

Once a custom type is defined by a `<typedef>`, it can then be used in any MaterialX element that allows "any MaterialX type"; the list of MaterialX types is effectively expanded to include the new custom type.

The standard MaterialX distribution includes definitions for four "shader"-semantic data types: **surfaceshader**, **displacementshader**, **volumeshader**, and **lightshader**. These types do not define any `<member>` types, and are discussed in more detail in the **Shader Nodes** section below.

## **MTLX File Format Definition**

An MTLX file (with file extension ".mtlx") has the following general form:

```
<?xml version="1.0" encoding="UTF-8"?>
<materialx version="major.minor" [root-level attributes]>
  <!-- various combinations of MaterialX elements and sub-elements -->
</materialx>
```

That is, a standard XML declaration line followed by a root `<materialx>` element, which contains any number of MaterialX elements and sub-elements. The default character encoding for MTLX files is UTF-8, and this encoding is expected for the in-memory representation of string values in MaterialX implementations.

Standard XML XIncludes are supported (<http://en.wikipedia.org/wiki/XInclude>), as well as standard XML comments and the XML character entities `&quot;`, `&amp;`, `&apos;`, `&lt;` and `&gt;`;

```
<xi:include href="includedfile.mtlx"/>
<!-- this is a comment -->
<input name="example" type="string" value="&quot;text in quotes&quot;"/>
```

To support stringarray types and strings or stringarrays within custom types, MaterialX supports a non-standard XML convention where a comma (and any following whitespace) is a separator for strings within a stringarray, a comma or semicolon preceded by a backslash is interpreted as a regular comma or semicolon rather than as a separator, and two backslashes are interpreted as a single backslash.

Each XIncluded document must itself be a valid MTLX file, containing an XML header and its own root `<materialx>` element, the children of which are added to the root element of the including document. Hierarchical root-level attributes such as `colorspace` and `namespace` are distributed to the included children to maintain correct semantics within the including MaterialX document. Global root-level attributes such as `cms` and `cmsconfig` must agree between including and included documents, and it is not considered valid to include a document with conflicting global settings.

Attributes for a `<materialx>` element:

- `version` (string, required): a string containing the version number of the MaterialX specification that this document conforms to, specified as a major and minor number separated by a dot. The MaterialX library automatically upgrades older-versioned documents to the current MaterialX version at load time.
- `cms` (string, optional): the name of the active Color Management System (CMS): it is the responsibility of the implementation to route any color conversion through the correct CMS. Default is no color management. See the **Color Spaces and Color Management Systems** section below for further details.
- `cmsconfig` (filename, optional): the URI of a configuration file for the active CMS. This file is expected to provide the names of color spaces that may be referenced from the document, along with the transforms between these color spaces.
- `colorspace` (string, optional): the name of the "working color space" for this element and all of its descendants. This is the default color space for all image inputs and color values, and the color space in which all color computations will be performed. The default is "none", for no

- color management.
- `namespace` (string, optional): defines the namespace for all elements defined within this `<materialx>` scope. Please see the **MaterialX Namespaces** section below for details.

## **Color Spaces and Color Management Systems**

MaterialX supports the use of color management systems to associate the RGB components of colors with specific color spaces. MaterialX documents typically specify the working color space of the application that created them, and any image file or color value described in the document can specify the name of the color space it was created in if different from the working color space. This allows applications using MaterialX to transform color values within images and node parameters from their original color space into a desired working color space upon ingest (which may or may not be the same as the document's color space), and back to a specified output color space upon image output. MaterialX does not specify *how* or *when* color values may be transformed: that is up to the host application, and could involve maintaining a parallel set of pre-converted image textures, or converting color values as images are loaded into memory, or any approach appropriate for the application. It is generally presumed that the working color space of a MaterialX document will be linear (as opposed to log, a display-referred space such as sRGB, or some other non-linear encoding), although this is not a firm requirement.

If a color management system (CMS) is specified using a `cms` attribute in the top-level `<materialx>` element, the implementation will use that CMS to handle all color transformations. If no CMS is specified, then all values are presumed to be used as-is. One color management system specifically supported by MaterialX is OpenColorIO (<http://opencolorio.org/>):

```
<materialx cms="ocio">
```

MaterialX implementations rely on an external CMS configuration file to define the names and interpretations of all color spaces to be referenced; MaterialX itself does not know or care what a particular color space name actually means. The standard MaterialX distribution links to the OpenColorIO configuration file for version 1.0.3 of the Academy Color Encoding System (<http://www.oscars.org/science-technology/sci-tech-projects/aces>). MaterialX documents can name this or any specific custom configuration using the `cmsconfig` attribute of the `<materialx>` element:

```
<materialx cms="ocio" cmsconfig="studio_config.ocio" colorspace="lin_rec709">
```

The working color space of a MaterialX document is defined by the `colorspace` attribute of its root `<materialx>` element, and it is strongly recommended that all `<materialx>` elements define a specific `colorspace` if they wish to use a color-managed workflow rather than relying on a default colorspace setting from an external configuration file.

The color space of individual color image files and values may be defined via a `colorspace` attribute in an input which defines a filename or value. Color images and values in spaces other than the working color space are expected to be transformed by the application into the working space before computations are performed. In the example below, an image file has been defined in the “`srgb_texture`” color space, while its default value has been defined in “`lin_rec709`”; both should be transformed to the

application's working color space before being applied to any computations.

```
<image name="in1" type="color3">
  <input name="file" type="filename" value="input1.tif"
    colorspace="srgb_texture"/>
  <input name="default" type="color3" value="0.5,0.5,0.5"
    colorspace="lin_rec709"/>
</image>
```

MaterialX reserves the color space name "none" to mean no color space conversion should be applied to the images and color values within their scope.

## **Units**

MaterialX allows floating-point and vector values to be defined in terms of a specific unit and unit type, and can automatically convert values from their specified unit into a scene unit of the same type specified by the application. This allows images and the quantities they represent such as displacement amount to be specified at an absolute real-world size, and then be converted automatically to the expected scene units of the application.

Unit types are defined using a `<unittypedef>` element, and a set of units of that type is defined using a `<unitdef>` element with one or more child `<unit>` elements:

```
<unittypedef name="distance"/>
<unitdef name="UD_stdlib_distance" unittype="distance">
  <unit name="micron" scale="0.000001"/>
  <unit name="millimeter" scale="0.001"/>
  <unit name="centimeter" scale="0.01"/>
  <unit name="meter" scale="1.0"/>
  <unit name="kilometer" scale="1000.0"/>
  <unit name="inch" scale="0.0254"/>
  <unit name="foot" scale="0.3048"/>
  <unit name="yard" scale="0.9144"/>
  <unit name="mile" scale="1609.34"/>
</unitdef>
```

The `<unittypedef>` defines the name of a unittype, while the `<unitdef>` defines any number of units for a unittype along with the multiplicative conversion `scale` values relative to the other units. Additional unit definitions for any unit type may be done by providing another `<unitdef>` with the same `unittype` attribute value.

Any input or other floating-point value may specify a `unit` and/or `unittype` attribute subject to guidelines clarified throughout this document. Units and unittypes may also be provided for `floatarray`, `vectorN` and `vectorNarray` quantities, with all components of the vector or all values in the array using the same unit, and for "filename"-type input, in which case the `unit` and/or `unittype` attribute applies to the float or `vectorN` values read from those files. It is not expected that all inputs will have defined

units or unittypes; in fact, it is expected that the vast majority of inputs will have neither. Units and unittypes should only be specified where specific units are important and it is reasonably expected that unit conversion may need to take place.

Please refer to the **Inputs, Custom Node Declaration, Geometric Properties and Geometric Nodes** sections below for additional specific requirements for the use of units.

## **MaterialX Namespaces**

MaterialX supports the specification of “namespaces”, which qualify the MaterialX names of all elements within their scope. Namespaces are specified via a `namespace` attribute in a `<materialx>` element, and other MaterialX files which `<xi:include>` this `.mtlx` file can refer to its content without worrying about element or object naming conflicts, similar to the way namespaces are used in various programming languages. It is permissible for multiple `<materialx>` elements to specify the same namespace; the elements from each will simply be merged into the same namespace. `<materialx>` elements which do not specify a namespace will define elements into the (unnamed) global namespace. MaterialX namespaces are most commonly used to define families of custom nodes (nodedefs), material libraries, or commonly-used network shaders or nodegraphs.

References to elements in a different namespace are qualified using the syntax `"namespace:elementname"`, where `namespace` is the namespace at the scope of the referenced element and `elementname` is the name of the referenced element. References to elements in the same namespace, or to elements in the global namespace, should not be qualified.

Example:

`Mtllib.mtlx` contains the following (assuming that `"..."` contains any necessary material input connections and other element definitions):

```
<?xml version="1.0" encoding="UTF-8"?>
<materialx version="major.minor" namespace="stdmaterials">
  ...
  <surfacematerial name="wood">
    ...
  </surfacematerial>
  <surfacematerial name="plastic">
    ...
  </surfacematerial>
</materialx>
```

Then another MaterialX file could reference these materials like this:

```
<xi:include href="mtllib.mtlx"/>
...
<look name="hero">
  <materialassign name="m1" material="stdmaterials:wood" collection="C_wood">
    <materialassign name="m2" material="stdmaterials:plastic"
collection="C_plastic">
  </look>
```

Similarly, if a `.mtlx` file defining the `"site_ops"` namespace defined a custom `color3`-typed node `"mynoise"` with a single float input `"f"`, it could be used in a node graph like this:

```
<site_ops:mynoise name="mn1" type="color3">
  <input name="f" type="float" value="0.3"/>
</site_ops:mynoise>
```

A namespace attribute may also be added to individual `<nodedef>`s or `<nodegraph>`s, in which case the name and node of a `<nodedef>`, or just the name of a `<nodegraph>` will be assigned to the specified namespace. In a `<nodegraph>`, the `nodedef` must include a namespace reference if the `<nodedef>` to which it refers is defined in a specific namespace, even if it's the same namespace as the `<nodegraph>`: this is because the namespace only applies to the content that is created by or contained within an element, not to anything external referenced by that element.

```
<nodedef name="ND_myshader" node="myshader" namespace="mynamespace">
  <output name="surfaceshader" type="surfaceshader"/>
</nodedef>

<nodegraph name="NG_myshader" nodedef="mynamespace:ND_myshader"
  namespace="mynamespace">
  <standard_surface name="my_surf_shader" type="surfaceshader" >
    <input name="base_color" type="color3" value="0.264575,1.0,1.0" />
  </standard_surface>
  <output name="surfaceshader" type="surfaceshader" nodename="my_surf_shader" />
</nodegraph>
```

## **Geometry Representation**

Geometry is referenced by but not specifically defined within MaterialX content. The file in which geometry is defined can optionally be declared using `geomfile` attributes within any element; that `geomfile` declaration will then apply to any geometry name referenced within the scope of that element, e.g. any `geom` attributes, including those defining the contents of collections (but not when referencing the contents of a collection via a `collection` attribute). If a `geomfile` is not defined for the scope of any particular `geom` attribute, it is presumed that the host application can resolve the location of the geometry definition.

The geometry naming conventions used in the MaterialX specification are designed to be compatible with those used in Alembic (<http://www.alembic.io/>) and USD (<http://graphics.pixar.com/usd>). "Geometry" can be any particular geometric object that a host application may support, including but not limited to polygons, meshes, subdivision surfaces, NURBS, implicit surfaces, particle sets, volumes, lights, procedurally-defined objects, etc. The only requirements for MaterialX are that geometries are named using the convention specified below, can be assigned to a material and can be rendered.

The naming of geometry should follow a syntax similar to UNIX full paths:

```
/string1/string2/string3/...
```

E.g. an initial "/" followed by one or more hierarchy level strings separated by "/", ending with a final string and no "/". The strings making up the path component for a level of hierarchy cannot contain spaces or "/"s or any of the characters reserved for geometry name expressions (see below). Individual implementations may have further restrictions on what characters may be used for hierarchy level names, so for ultimate compatibility it is recommended to use names comprised only of upper- or lower-case letters, digits 0-9, and underscores ("\_").

Geometry names (e.g. the full path name) must be unique within the entire set of geometries referenced in a setup. Note that *there is no implied transformation hierarchy in the specified geometry paths*: the paths are simply the names of the geometry. However, the path-like nature of geometry names can be used to benefit in geometry name expression pattern matching and assignments.

Note: if a geometry mesh is divided into partitions, the syntax for the parent mesh would be:

```
/path/to/geom/meshname
```

and for the child partitions, the syntax would be:

```
/path/to/geom/meshname/partitionname
```

Assignments to non-leaf locations apply hierarchically to all geometries below the specified location, unless they are the target of another assignment. By extension, an assignment to "/" applies to *all* geometries within the MaterialX setup, unless they are the target of another assignment.

## **Lights**

Computer Graphics assets often include lights as part of the asset, such as the headlights of a car.

MaterialX does not define "light" objects per se, but instead allows referencing externally-defined light objects in the same manner as geometry, via a UNIX-like path. MaterialX does not describe the position, view or shape of a light object: MaterialX presumes that these properties are stored within the external representation.

Light object geometries can be turned off (muted) in looks by making the light geometry invisible, assignment of "light"-context shader materials can be done using a <materialassign> within a <look>, and illumination and shadowing assignments can be handled using <visibility> declarations for the light geometry. See the **Look Definition** section below for details.

## Geometry Name Expressions

Certain elements in MaterialX files support geometry specification via expressions. The syntax for geometry name expressions in MaterialX largely follows that of "glob" patterns for filenames in Unix environments, with a few extensions for the specific needs of geometry references.

Within a single hierarchy level (e.g. between "/"s):

- \* matches 0 or more characters
- ? matches exactly one character
- [] are used to match any individual character within the brackets, with "-" meaning match anything between the character preceding and the character following the "-"
- {} are used to match any of the comma-separated strings or expressions within the braces

Additionally, a "/" will match only exactly a single "/" in a geometry name, e.g. as a boundary for a hierarchy level, while a "/" will match a single "/", or two "/"s any number of hierarchy levels apart; "/" can be used to specify a match at any hierarchy depth. If a geometry name ends with "/\*", the final "\*" will only match leaf geometries in the hierarchy. A geometry name of "/\*" by itself will match all leaf geometries in an entire scene, while the name "/\*/" will match all geometries at any level, including nested geometries, and the name "/a/b/c/\*/" will match all geometries at any level below "/a/b/c". It should be noted that for a mesh with partitions, it is the partitions and not the mesh which are treated as leaf geometry by MaterialX geometry names using "/\*".

## Collections

Collections are recipes for building a list of geometries (which can be any path within the geometry hierarchy), which can be used as a shorthand for assignments to a (potentially large) number of geometries at once. Collections can be built up from lists of specific geometries, geometries matching defined geometry name expressions, other collections, or any combination of those.

A <collection> element contains lists of geometry expressions and/or collections to be included, and an optional list of geometry expressions to be excluded:

```
<collection name="collectionname" [includegeom="geomexpr1[,geomexpr2]..."]  
  [includecollection="collectionname1[,collectionname2]..."]  
  [excludegeom="geomexpr3[,geomexpr4]..."]/>
```



Either `includegeom` and/or `includecollection` must be specified. The `includegeom` and `includecollection` lists are applied first, followed by the `excludegeom` list. This can be used to build up the contents of a collection in pieces, or to add expression-matched geometry then remove specific unwanted matched geometries. The contents of a collection can itself be used to define a portion of another collection. The contents of each `includecollection` collection are effectively evaluated in whole before being added to the collection being built.

If the containing file is capable of defining MaterialX-compliant collections (e.g. an Alembic or USD file), its collections can be referred to in any situation where a `collection="name"` reference is allowed.

## **Geometric Properties**

Geometric Properties, or "geomprops", are intrinsic or user-defined surface coordinate properties of geometries referenced in a specific space and/or index, and are functionally equivalent to USD's concept of "primvars". A number of geometric properties are predefined in MaterialX: `position`, `normal`, `tangent`, `bitangent`, `texcoord` and `geomcolor`, the values of which can be accessed in nodegraphs using elements of those same names; see the **Geometric Nodes** section below for details. The value of a geometric property can also be used as the default value for a node input using a `defaultgeomprop` attribute.

One may also define custom geometric properties using a `<geompropdef>` element:

```
<geompropdef name="geompropname" type="geomproptype"
  [geomprop="geomproperty"] [space="geomspace"] [index="indexnumber"]/>
```

e.g.

```
<geompropdef name="Pworld" type="vector3" geomprop="position" space="world"/>
<geompropdef name="uv1" type="vector2" geomprop="texcoord" index="1"/>
```

The "geomprop", "space" and "index" attributes are optional; if "geomprop" is specified, it must be one of the standard geometric properties noted above, and if it is not specified, the new geomprop is a blind geometric property, e.g. one that can be referenced but which MaterialX knows no details about. The "space" and "index" attributes may only be specified if a "geomprop" attribute is specified and the standard geomproperty supports it.

Once defined, a custom geomprop name may be used any place that a standard geomprop can:

```
<nodedef name="ND1" ... internalgeomprops="position, Pworld, normal, uv1">
```

A `geompropdef` may also specify a `unittype` and a `unit` to indicate that the geometric property is defined in terms of a specific unit. If a geomprop with a defined unit is accessed in a nodegraph using `<geompropvalue>`, the geometric property value will be converted from the unit specified by the `geompropdef` to the application-specified scene unit.

```
<geompropdef name="objheight" type="float" unittype="distance" unit="meter"/>
```

## **Geometry and File Prefixes**

As a shorthand convenience, MaterialX allows the specification of a `geomprefix` attribute that will be prepended to data values of type "geomname" or "geomnamearray" (e.g. geom attributes in `<geominfo>`, `<collection>`, `<materialassign>`, and `<visibility>` elements) specified within the scope of the element defining the `geomprefix`. For data values of type "geomnamearray", the `geomprefix` is prepended to each individual comma-separated geometry name. Since the values of the prefix and the geometry are string-concatenated, the value of a `geomprefix` should generally end with a "/". `Geomprefix` is commonly used to split off leading portions of geometry paths common to all geometry names, e.g. to define the "asset root" path.

So the following MTLX file snippets are equivalent:

```
<materialx>
  <collection name="c_plastic" includegeom="/a/b/g1, /a/b/g2, /a/b/g5,
/a/b/c/d/g6"/>
</materialx>

<materialx geomprefix="/a/b/">
  <collection name="c_plastic" includegeom="g1, g2, g5, c/d/g6"/>
</materialx>
```

MaterialX also allows the specification of a `fileprefix` attribute which will be prepended to input values of type "filename" (e.g. file inputs in `<image>` nodes, or any shader input of type "filename") specified within the scope of the element defining the `fileprefix`. Note that `fileprefix` values are only prepended to input with a `type` attribute that explicitly states its data type as "filename", and not to attributes such as `cmsconfig` which have an implicit filename data type. Since the values of the prefix and the filename are string-concatenated, the value of a `fileprefix` should generally end with a "/". `Fileprefixes` are frequently used to split off common path components for asset directories, e.g. to define an asset's "texture root" directory.

So the following snippets are also equivalent:

```
<nodegraph name="nodegraph1">
  <image name="in1" type="color3">
    <input name="file" type="filename" value="textures/color/color1.tif"/>
  </image>
  <image name="in2" type="color3">
    <input name="file" type="filename" value="textures/color2/color2.tif"/>
  </image>
</nodegraph>

<nodegraph name="nodegraph1" fileprefix="textures/color/">
  <image name="in1" type="color3">
    <input name="file" type="filename" value="color1.tif"/>
  </image>
  <image name="in2" type="color3">
    <input name="file" type="filename" fileprefix="textures/"
      value="color2/color2.tif"/>
  </image>
</nodegraph>
```

Note in the second example that `<image>` "in2" redefined `fileprefix` for itself, and that any other

nodes in the same nodegraph would use the fileprefix value ("textures/color/") defined in the parent/enclosing scope.

Note: Application implementations have access to both the raw input values and attributes (e.g. the "file" name and the current "fileprefix") and to fully-resolved filenames at the scope of any given element.

## **Image Filename Substitutions**

The filename for an input `image` file can include one or more special strings, which will be replaced as described in the following table. Substitution strings within `<>`'s come from the current geometry, strings within `[]`'s come from the MaterialX state, and strings within `{}`'s come from the host application environment.

<code>&lt;geometry token&gt;</code>	The value of a specified token declared in a <code>&lt;geominfo&gt;</code> element for the current geometry.
<code>&lt;UDIM&gt;</code>	A special geometry token that will be replaced with the computed four digit Mari-style "udim" value at render or evaluation time based on the current point's uv value, using the formula $UDIM = 1001 + U + V * 10$ , where $U$ is the integer portion of the u coordinate, and $V$ is the integer portion of the v coordinate.
<code>&lt;UVTILE&gt;</code>	A special geometry token that will be replaced with the computed Mudbox-style "uU_vV" string, where $U$ is 1+ the integer portion of the u coordinate, and $V$ is 1+ the integer portion of the v coordinate.
<code>[interface token]</code>	The value of a specified token declared in the containing nodegraph's <code>&lt;nodedef&gt;</code> interface; the value for the token may be set in the shader node in a material referencing the node or within a <code>&lt;variant&gt;</code> ; it is an error if the same token is defined in more than one of those places for the current geometry.
<code>{hostattr}</code>	The host application may define other variables which can be resolved within image filenames.
<code>{frame}</code>	A special string that will be replaced by the current frame number, as defined by the host environment.
<code>{0Nframe}</code>	A special string that will be replaced by the current frame number padded with zeros to be $N$ digits total (replace $N$ with a number): e.g. <code>{04frame}</code> will be replaced by a 4-digit zero-padded frame number such as "0010".

Note: Implementations are expected to retain substitution strings within image file names upon export rather than "baking them out" into fully-evaluated filenames.

## Nodes

Nodes are individual data generation or processing "blocks". Node functionality can range from simple operations such as returning a constant color value or adding two input values, to more complex image processing operations, 3D spatial data operations, or even complete shader BxDFs. Nodes are connected together into a network or "node graph", and pass typed data streams between them.

Individual node elements have the form:

```
<nodecategory name="nodename" type="outputdatatype" [version="version"]>
  <input name="inputname" type="type" [nodename="nodename"] [value="value"]/>
  ...additional input elements...
</nodecategory>
```

where *nodecategory* is the general "category" of the node (e.g. "image", "add" or "mix"), *name* (string, required) defines the name of this instance of the node, which must be unique within the scope it appears in, and *type* (string, required) specifies the MaterialX type (typically float, color $N$ , or vector $N$ ) of the output of that node. If the application uses a different name for this instance of the node in the user interface, a *uiname* attribute may be added to the *<nodecategory>* element to indicate the name of the node as it appears to the user.

Node elements may optionally specify a *version* string attribute in "*major[.minor]*" format, requesting that a specific version of that node's definition be used instead of the default version. Please refer to the **Custom Node Declaration** section below for further details.

MaterialX defines a number of Standard Nodes which all implementations should support as described to the degree their architecture and capabilities allow. One can define new nodes by declaring their parameter interfaces and providing portable or target-specific implementations. Please see the **Custom Nodes** section for notes and implementation details.

## Inputs

Node elements contain zero or more *<input>* elements defining the name, type, and connecting *nodename* or value of each node input. Input elements are used to define input connections to nodes by providing a *nodename* attribute, or assign uniform values by providing a *value* attribute. An optional *output* attribute may also be provided for *<input>* elements, allowing the input to connect to a specific, named output of the referenced upstream node. If the referenced node has multiple outputs, *output* is required; if it has only one output, the *output* attribute of the *<input>* is ignored. Input elements may be defined to only accept uniform values, in which case the input may provide a *value* but may not provide a *nodename* connection; this is required for string- and filename-type inputs. Input elements may be connected to an external parameter interface in the node definition, allowing them to be assigned values from materials.

A float/vector $N$  input of a node, or a "filename"-type input referring to an image file containing float or vector $N$  values, may specify a unit for its value by providing a *unit* attribute, and that unit must be one associated with the *unittype* for that input in the *nodedef*, if specified; please see the **Units** section

above for details on declaring units and unittypes. If the nodedef for a node (see the **Custom Nodes** section below) does not declare a `unittype` for an input, the node may do so; it is not permissible to provide a `unit` for a node input without a compatible `unittype` being defined on either the node or applicable nodedef.

```
<constant name="boxwidth" type="float">
  <input name="value" type="float" value="2.39" unittype="distance" unit="foot"/>
</constant>
```

Unless specified otherwise, all inputs default to a value of 0 in all channels for integer, float, color and vector types, "" for string, filename and geomname types, "false" for boolean types, the identity matrix for matrix types, and an empty array for array types.

A node input must generally be connected to outputs of the same type, but MaterialX allows extraction of individual members of custom types, and/or the extraction or rearrangement of channels within a multichannel type.

Individual member values of custom-type node outputs can also be accessed and connected to pattern or shader node inputs of the member's type by adding a "member" attribute:

```
<custnode name="cnode4" type="exampletype"/>
<multiply name="mult6" type="color3">
  <input name="in1" type="color3" nodename="cnode4" member="compclr"/>
  <input name="in2" type="color3" value="0.6, 0.5, 0.45"/>
</multiply>
```

Inputs may also extract and/or reorder ("swizzle") the channels of multi-channel data types upon input to allow type conversion between float, color $N$  and vector $N$  types by adding a "channels" attribute, a string of characters indicating which channels from the incoming stream to use in each channel of the input, in order, exactly following the conventions and syntax of the **swizzle** Channel node:

```
<constant name="c4" type="color4">
  <input name="value" type="color4" value="0.1, 0.2, 0.3, 0.9"/>
</constant>
<constant name="v2" type="vector2">
  <input name="value" type="vector2" value="0.4, 0.5"/>
</constant>
<add name="add4" type="color4">
  <input name="in1" type="color4" nodename="c4" channels="rrrr"/>
  <input name="in2" type="color4" nodename="v2" channels="xyxy"/>
</add>
<multiply name="m2" type="vector2">
  <input name="in1" type="vector2" nodename="add4" channels="rg"/>
  <input name="in2" type="vector2" nodename="cnode4" member="minvec"
    channels="xy"/>
</multiply>
```

The "member" and "channels" attributes are valid in any element that allows a "nodename" attribute. As seen in the final part of the example, the "member" and "channels" attributes may be combined to extract certain channels of an individual member of a custom type.

Standard MaterialX nodes have exactly one output, while custom nodes may have any number of outputs; please see the **Custom Nodes** section for details.

## Expressions and Function Curves

Many applications allow parameters to have values defined by an expression or a function curve. While MaterialX does not currently support direct representations of expressions or function curves, it does support evaluation of "baked" function curves, expressed as a one-dimensional array of per-frame values within a defined frame range. These `valuerange` and `valuecurve` attributes may be used in place of `value` for any `<input>` element. The `valuerange` attribute is an integerarray of length 2, specifying the first and last frame number for the values in the `valuecurve`, while `valuecurve` is an array of exactly  $(\text{last} - \text{first} + 1)$  values of the type specified by the `<input>`. A `valuecurve` value is always accessed at the "current frame" as defined by the host environment, clamped to the range of frames defined by `valuerange`. Values at non-integer frame times are interpolated using a centripetal Catmull-Rom cubic spline curve fit through the specified frame values.

```
<input name="amount" type="float", valuerange="16, 25",
      valuecurve="0, 0.5, 0.7, 0.8, 0.9, 1, 0.85, 0.75, 0.5, 0"/>
```

## Node Graph Elements

A graph containing any number of nodes and output declarations forms a Node Graph, which may be enclosed within a `<nodegraph>` element to group them together into a single functional unit. Please see the **Node Graph Implementations** section below for details on how nodegraphs can be used to describe the functionality of new nodes.

```
<nodegraph name="graphname">
  ...node element(s)...
  ...output element(s)...
</nodegraph>
```

## Output Elements

Output data streams are defined using `<output>` elements, and may be used to declare which output streams are connectable to other MaterialX elements. Within a node graph, an `<output>` element declares an output stream that may be connected to a shader input or to the input of a referencing node in another graph when the nodegraph is the implementation of a custom node. See the **Custom Nodes** section for details on the use of node graphs as node implementations.

```
<output name="albedo" type="color3" nodename="n9"/>
<output name="precomp" type="color4" nodename="n13" width="1024" height="512"
      bitdepth="16"/>
```

Attributes for Output elements:

- `name` (attribute, string, required): the name of the output

- `type` (attribute, string, required): the MaterialX type of the output
- `nodename` (attribute, string, optional): the name of a node at the same scope within the document, whose result value will be output. This attribute is required for `<output>` elements within a node graph, but is not allowed in `<output>` elements within a `<nodedef>`.
- `output` (attribute, string, optional): if the node specified by `nodename` has multiple outputs, the name of the specific output to connect this `<output>` to.
- `member` (attribute, string, optional): if `nodename` specifies a node outputting a custom type containing several members, the name of the specific member to output.
- `colorspace` (attribute, string, optional): the name of the color space for the output image. Applications that support color space management are expected to perform the required transformations of output colors into this space.
- `width` (attribute, integer, optional): the expected width in pixels of the output image.
- `height` (attribute, integer, optional): the expected height in pixels of the output image.
- `bitdepth` (attribute, integer, optional): the expected per-channel bit depth of the output image, which may be used to capture expected color quantization effects. Common values for `bitdepth` are 8, 16, 32, and 64. It is up to the application to determine what the internal representation of any declared bit depth is (e.g. scaling factor, signed or unsigned, etc.).

The `colorspace`, `width`, `height` and `bitdepth` attributes are intended to be used in applications which process node graphs in 2D space and save or cache outputs as images for efficiency.

## Standard Source Nodes

Source nodes use external data and/or procedural functions to form an output; they do not have any required inputs. Each source node must define its output type.

This section defines the Source Nodes that all MaterialX implementations are expected to support. Standard Source Nodes are grouped into the following classifications: Texture nodes, Procedural nodes, Global nodes, Geometric nodes, and Application nodes.

### Texture Nodes

Texture nodes are used to read filtered image data from image or texture map files for processing within a node graph.

```
<image name="in1" type="color4">
  <input name="file" type="filename" value="layer1.tif"/>
  <input name="default" type="color4" value="0.5,0.5,0.5,1"/>
</image>
<image name="in2" type="color3">
  <input name="file" type="filename" value="<albedomap>"/>
  <input name="default" type="color3" value="0.18,0.18,0.18"/>
</image>
```

Standard Texture nodes:

- **image**: samples data from a single image, or from a layer within a multi-layer image. When used in the context of rendering a geometry, the image is mapped onto the geometry based on geometry UV coordinates, with the lower-left corner of an image mapping to the (0,0) UV coordinate (or to the fractional (0,0) UV coordinate for tiled images).
  - **file** (uniform filename): the URI of an image file. The filename can include one or more substitutions to change the file name (including frame number) that is accessed, as described in the **Image Filename Substitutions** section above.
  - **layer** (uniform string): the name of the layer to extract from a multi-layer input file. If no value for **layer** is provided and the input file has multiple layers, then the "default" layer will be used, or "rgba" if there is no "default" layer. Note: the number of channels defined by the **type** of the `<image>` must match the number of channels in the named layer.
  - **default** (float or  $colorN$  or  $vectorN$ ): a default value to use if the **file** reference can not be resolved (e.g. if a *<geometry token>*, *[interface token]* or *{hostattr}* is included in the filename but no substitution value or default is defined, or if the resolved **file** URI cannot be read), or if the specified **layer** does not exist in the file. The **default** value must be the same type as the `<image>` element itself. If **default** is not defined, the default color value will be 0.0 in all channels.
  - **texcoord** ( $vector2$ ): the name of a  $vector2$ -type node specifying the 2D texture coordinate at which the image data is read. Default is to use the current *u,v* coordinate.
  - **uaddressmode** (uniform string): determines how U coordinates outside the 0-1 range are processed before sampling the image; see below. Default is "periodic".
  - **vaddressmode** (uniform string): determines how V coordinates outside the 0-1 range are processed before sampling the image; see below. Default is "periodic".



- `filtertype` (uniform string): the type of texture filtering to use; standard values include "closest" (nearest-neighbor single-sample), "linear", and "cubic". If not specified, an application may use its own default texture filtering method.

The following values are supported by `uaddressmode` and `vaddressmode` inputs:

- "constant": Texture coordinates outside the 0-1 range return the value of the node's `default` input.
- "clamp": Texture coordinates are clamped to the 0-1 range before sampling the image.
- "periodic": Texture coordinates outside the 0-1 range "wrap around", effectively being processed by a modulo 1 operation before sampling the image.
- "mirror": Texture coordinates outside the 0-1 range will be mirrored back into the 0-1 range, e.g. `u=-0.01` will return the `u=0.01` texture coordinate value, and `u=1.01` will return the `u=0.99` texture coordinate value.

Texture nodes using `file*` inputs also support the following inputs to handle boundary conditions for image file frame ranges for all `file*` inputs:

- `framerange` (uniform string): a string "`minframe-maxframe`", e.g. "10-99", to specify the range of frames that the image file is allowed to have, usually the range of image files on disk. Default is unbounded.
- `frameoffset` (integer): a number that is added to the current frame number to get the image file frame number. E.g. if `frameoffset` is 25, then processing frame 100 will result in reading frame 125 from the imagefile sequence. Default is no frame offset.
- `frameendaction` (uniform string): what to do when the resolved image frame number is outside the `framerange` range:
  - "constant": Return the value of the node's `default` input (default action)
  - "clamp": Hold the `minframe` image for all frames before `minframe` and hold the `maxframe` image for all frames after `maxframe`
  - "periodic": Frame numbers "wrap around", so after the `maxframe` it will start again at `minframe` (and similar before `minframe` wrapping back around to `maxframe`)
  - "mirror": Frame numbers "mirror" or "ping-pong" at the endpoints of `framerange`, so a read of the frame after `maxframe` will return the image from frame `maxframe-1`, and a read of the frame before `minframe` will return the image from frame `minframe+1`.

Arbitrary frame number expressions and speed changes are not supported.

Additional texture nodes, including `<tiledimage>` and `<triplanarprojection>`, may be found in the **MaterialX Supplemental Notes** document.

## **Procedural Nodes**

Procedural nodes are used to generate color data programmatically.

```
<constant name="n8" type="color3">
  <input name="value" type="color3" value="0.8,1.0,1.3"/>
</constant>
<noise2d name="n9" type="float">
  <input name="pivot" type="float" value="0.5"/>
  <input name="amplitude" type="float" value="0.05"/>
```

</noise2d>

## Standard Procedural nodes:

- **constant**: a constant value.
  - `value` (any non-shader-semantic type): the value to output
- **ramp1r**: a left-to-right linear value ramp.
  - `value1` (float or color $N$  or vector $N$ ): the value at the left ( $U=0$ ) edge
  - `value2` (float or color $N$  or vector $N$ ): the value at the right ( $U=1$ ) edge
  - `texcoord` (vector2): the name of a vector2-type node specifying the 2D texture coordinate at which the ramp interpolation is evaluated. Default is to use the first set of texture coordinates.
- **ramp1b**: a top-to-bottom linear value ramp.
  - `value1` (float or color $N$  or vector $N$ ): the value at the top ( $V=1$ ) edge
  - `value2` (float or color $N$  or vector $N$ ): the value at the bottom ( $V=0$ ) edge
  - `texcoord` (vector2): the name of a vector2-type node specifying the 2D texture coordinate at which the ramp interpolation is evaluated. Default is to use the first set of texture coordinates.
- **split1r**: a left-right split matte, split at a specified  $U$  value.
  - `value1` (float or color $N$  or vector $N$ ): the value at the left ( $U=0$ ) edge
  - `value2` (float or color $N$  or vector $N$ ): the value at the right ( $U=1$ ) edge
  - `center` (float): a value representing the  $U$ -coordinate of the split; all pixels to the left of "center" will be `value1`, all pixels to the right of "center" will be `value2`. Default is 0.5.
  - `texcoord` (vector2): the name of a vector2-type node specifying the 2D texture coordinate at which the split position is evaluated. Default is to use the first set of texture coordinates.
- **split1b**: a top-bottom split matte, split at a specified  $V$  value.
  - `value1` (float or color $N$  or vector $N$ ): the value at the top ( $V=1$ ) edge
  - `value2` (float or color $N$  or vector $N$ ): the value at the bottom ( $V=0$ ) edge
  - `center` (float): a value representing the  $V$ -coordinate of the split; all pixels above "center" will be `value1`, all pixels below "center" will be `value2`. Default is 0.5.
  - `texcoord` (vector2): the name of a vector2-type node specifying the 2D texture coordinate at which the split position is evaluated. Default is to use the first set of texture coordinates.
- **noise2d**: 2D Perlin noise in 1, 2, 3 or 4 channels.
  - `amplitude` (float or vector $N$ ): the center-to-peak amplitude of the noise (peak-to-peak amplitude is 2x this value). Default is 1.0.
  - `pivot` (float): the center value of the output noise; effectively, this value is added to the result after the Perlin noise is multiplied by `amplitude`. Default is 0.0.
  - `texcoord` (vector2): the name of a vector2-type node specifying the 2D texture coordinate at which the noise is evaluated. Default is to use the first set of texture coordinates.
- **noise3d**: 3D Perlin noise in 1, 2, 3 or 4 channels.
  - `amplitude` (float or vector $N$ ): the center-to-peak amplitude of the noise (peak-to-peak

- amplitude is 2x this value). Default is 1.0.
  - `pivot` (float): the center value of the output noise; effectively, this value is added to the result after the Perlin noise is multiplied by `amplitude`. Default is 0.0.
  - `position` (vector3): the name of a vector3-type node specifying the 3D position at which the noise is evaluated. Default is to use the current 3D object-space coordinate.
- **fractal3d**: Zero-centered 3D Fractal noise in 1, 2, 3 or 4 channels, created by summing several octaves of 3D Perlin noise, increasing the frequency and decreasing the amplitude at each octave.
    - `amplitude` (float or vectorN): the center-to-peak amplitude of the noise (peak-to-peak amplitude is 2x this value). Default is 1.0.
    - `octaves` (integer): the number of octaves of noise to be summed. Default is 3.
    - `lacunarity` (float): the exponential scale between successive octaves of noise. Default is 2.0.
    - `diminish` (float): the rate at which noise amplitude is diminished for each octave. Should be between 0.0 and 1.0; default is 0.5.
    - `position` (vector3): the name of a vector3-type node specifying the 3D position at which the noise is evaluated. Default is to use the current 3D object-space coordinate.
- **cellnoise2d**: 2D cellular noise, 1 channel (type float).
    - `texcoord` (vector2): the name of a vector2-type node specifying the 2D position at which the noise is evaluated. Default is to use the first set of texture coordinates.
- **cellnoise3d**: 3D cellular noise, 1 channel (type float).
    - `position` (vector3): the name of a vector3-type node specifying the 3D position at which the noise is evaluated. Default is to use the current 3D object-space coordinate.
- **worleynoise2d**: 2D Worley noise, outputting float (distance to closest feature), vector2 (distances to closest 2 features) or vector3 (distances to closest 3 features).
    - `texcoord` (vector2): the name of a vector2-type node specifying the 2D position at which the noise is evaluated. Default is to use the first set of texture coordinates.
    - `jitter` (float): amount to jitter the cell center position, with smaller values creating a more regular pattern. Default is 1.0.
- **worleynoise3d**: 3D Worley noise, outputting float (distance to closest feature), vector2 (distances to closest 2 features) or vector3 (distances to closest 3 features).
    - `position` (vector3): the name of a vector3-type node specifying the 3D position at which the noise is evaluated. Default is to use the current 3D object-space coordinate.
    - `jitter` (float): amount to jitter the cell center position, with smaller values creating a more regular pattern. Default is 1.0.

To scale or offset the noise pattern generated by `noise3d`, `fractal3d` or `cellnoise3d`, use a `<position>` or other Geometric node (see below) connected to `vector3 <multiply>` and/or `<add>` nodes, in turn connected to the noise node's `position` input. To scale or offset `rampX`, `splitX`, `noise2d` or `cellnoise2d` input coordinates, use a `<texcoord>` or similar Geometric node processed by `vector2 <multiply>`, `<rotate>` and/or `<add>` nodes, and connect to the node's `texcoord` input.

Additional source nodes, including `<ramp4>`, may be found in the **MaterialX Supplemental Notes**

document.

## **Geometric Nodes**

Geometric nodes are used to reference local geometric properties from within a node graph:

```
<position name="wp1" type="vector3" space="world"/>
<texcoord name="c1" type="vector2">
  <input name="index" type="integer" value="1"/>
</texcoord>
```

Standard Geometric nodes:

- **position**: the coordinates associated with the currently-processed data, as defined in a specific coordinate space. This node must be of type vector3.
  - **space** (uniform string): the name of the coordinate space in which the position is defined. Default is "object", see below for details.
- **normal**: the geometric normal associated with the currently-processed data, as defined in a specific coordinate space. This node must be of type vector3.
  - **space** (uniform string): the name of the coordinate space in which the normal vector is defined. Default is "object", see below for details.
- **tangent**: the geometric tangent vector associated with the currently-processed data, as defined in a specific coordinate space. This node must be of type vector3.
  - **space** (uniform string): the name of the coordinate space in which the tangent vector is defined. Default is "object", see below for details.
  - **index** (uniform integer): the index of the texture coordinates against which the tangent is computed. The default index is 0.
- **bitangent**: the geometric bitangent vector associated with the currently-processed data, as defined in a specific coordinate space. This node must be of type vector3.
  - **space** (uniform string): the name of the coordinate space in which the bitangent vector is defined. Default is "object", see below for details.
  - **index** (uniform integer): the index of the texture coordinates against which the tangent is computed. The default index is 0.
- **texcoord**: the 2D or 3D texture coordinates associated with the currently-processed data. This node must be of type vector2 or vector3.
  - **index** (uniform integer): the index of the texture coordinates to be referenced. The default index is 0.
- **geomcolor**: the color associated with the current geometry at the current `position`, generally bound via per-vertex color values. Can be of type float, color3 or color4, and must match the type of the "color" bound to the geometry.
  - **index** (uniform integer): the index of the color to be referenced, default is 0.
- **geompropvalue**: the value of the specified geometric property (defined using `<geompropdef>`)

- of the currently-bound geometry. This node's type must match that of the referenced geomprop.
- `geomprop` (uniform string): the geometric property to be referenced.
  - `default` (same type as the geomprop's value): a value to return if the specified `geomprop` is not defined on the current geometry.

The following values are supported by the `space` inputs of Geometric nodes:

- "model": The local coordinate space of the geometry, before any local deformations or global transforms have been applied.
- "object": The local coordinate space of the geometry, after local deformations have been applied, but before any global transforms.
- "world": The global coordinate space of the geometry, after local deformations and global transforms have been applied.

Applications may also reference other renderer-specific named spaces, at the expense of portability.

### **Global Nodes**

Global nodes generate color data using non-local geometric context, requiring access to geometric features beyond the surface point being processed. This non-local context can be provided by tracing rays into the scene, rasterizing scene geometry, or any other appropriate method.

```
<ambientocclusion name="occl1" type="float">  
  <input name="maxdistance" type="float" value="10000.0"/>  
</ambientocclusion>
```

Standard Global nodes:

- **ambientocclusion**: Compute the ambient occlusion at the current surface point, returning a scalar value between 0 and 1. Ambient occlusion represents the accessibility of each surface point to ambient lighting, with larger values representing greater accessibility to light. This node must be of type float.
  - `coneangle` (float): the half-angle of a cone about the surface normal, within which geometric surface features are considered as potential occluders. The unit for this input is degrees, and its default value is 90.0 (full hemisphere).
  - `maxdistance` (float): the maximum distance from the surface point at which geometric surface features are considered as potential occluders. Defaults to 1e38, e.g. "unlimited".

## Application Nodes

Application nodes are used to reference application-defined properties within a node graph, and have no inputs:

```
<frame name="f1" type="float"/>
<viewdirection name="viewdir1" type="vector3"/>
```

Standard Application nodes:

- **frame**: the current frame number as defined by the host environment. This node must be of type float. Applications may use whatever method is appropriate to communicate the current frame number to the <frame> node's implementation, whether via an internal state variable, a custom input, or other method.
- **time**: the current time in seconds, as defined by the host environment. This node must be of type float.
  - `fps` (float): the number of frames per second for the frame to time conversion. The default value is 24.0. Applications may use whatever method is appropriate to communicate the current time to the <time> node's implementation, whether via an internal state variable, a custom input, or other method.
- **viewdirection**: the current scene view direction vector, as defined by the shading environment. This node must be of type vector3.
  - `space` (uniform string): the space in which to return the view direction, defaults to "world".
- **updirection**: the current scene "up vector" direction, as defined by the shading environment. This node must be of type vector3.
  - `space` (uniform string): the space in which to return the up vector direction, defaults to "world".

## Standard Operator Nodes

Operator nodes process one or more required input streams to form an output. Like other nodes, each operator must define its output type, which in most cases also determines the type(s) of the required input streams.

```
<multiply name="n7" type="color3">
  <input name="in1" type="color3" nodename="n5"/>
  <input name="in2" type="float" value="2.0"/>
</multiply>
<over name="n11" type="color4">
  <input name="fg" type="color4" nodename="n8"/>
  <input name="bg" type="color4" nodename="inbg"/>
</over>
<add name="n2" type="color3">
  <input name="in1" type="color3" nodename="n12"/>
  <input name="in2" type="color3" nodename="img4"/>
</add>
```

The inputs of compositing operators are called "fg" and "bg" (plus "alpha" for float and color3 variants, and "mix" for all variants of the `mix` operator), while the inputs of other operators are called "in" if there is exactly one input, or "in1", "in2" etc. if there are more than one input. If an implementation does not support a particular operator, it should pass through the "bg", "in" or "in1" input unchanged.

This section defines the Operator Nodes that all MaterialX implementations are expected to support. Standard Operator Nodes are grouped into the following classifications: [Math nodes](#), [Adjustment nodes](#), [Compositing nodes](#), [Conditional nodes](#), [Channel nodes](#), and [Convolution nodes](#).

### Math Nodes

Math nodes have one or two spatially-varying inputs, and are used to perform a math operation on values in one spatially-varying input stream, or to combine two spatially-varying input streams using a specified math operation. The given math operation is performed for each channel of the input stream(s), and the data type of each input must either match that of the input stream(s), or be a float value that will be applied to each channel separately.

- **add**: add a value to the incoming float/color/vector/matrix. See also the **Shader Nodes** section below for additional add variants supporting shader-semantic types.
  - `in1` (float or color $N$  or vector $N$  or matrix $NN$ ): the value or nodename for the primary input
  - `in2` (same type as `in1` or float): the value or nodename to add; for matrix types, the default is the zero matrix.
- **subtract**: subtract a value from the incoming float/color/vector/matrix, outputting "in1-in2".
  - `in1` (float or color $N$  or vector $N$  or matrix $NN$ ): the value or nodename for the primary input
  - `in2` (same type as `in1` or float): the value or nodename to subtract; for matrix types, the default is the zero matrix
- **multiply**: multiply an incoming float/color/vector/matrix by a value. Multiplication of two vectors is interpreted as a component-wise vector multiplication, while multiplication of two

matrices is interpreted as a standard matrix product. To multiply a vector and a matrix, use one of the `transform*` nodes. See also the **Shader Nodes** section below for additional `multiply` variants supporting shader-semantic types.

- `in1` (float or color $N$  or vector $N$  or matrix $NN$ ): the value or nodename for the primary input
  - `in2` (same type as `in1` or float): the value or nodename to multiply by; default is 1.0 in all channels for float/color/vector types, or the identity matrix for matrix types.
- **divide**: divide an incoming float/color/vector/matrix by a value; dividing a channel value by 0 results in floating-point "NaN". Division of two vectors is interpreted as a component-wise division of the first vector by the second, while division of two matrices is interpreted as a standard matrix product of the `in1` matrix and the inverse of the `in2` matrix.
    - `in1` (float or color $N$  or vector $N$  or matrix $NN$ ): the value or nodename for the primary input
    - `in2` (same type as `in1` or float): the value or nodename to divide by; default is 1.0 in all channels for float/color/vector types, or the identity matrix for matrix types.
- **modulo**: the remaining fraction after dividing an incoming float/color/vector by a value and subtracting the integer portion. Modulo always returns a non-negative result, matching the interpretation of the GLSL and OSL `mod()` function (not `fmod()`).
    - `in1` (float or color $N$  or vector $N$ ): the value or nodename for the primary input
    - `in2` (same type as `in1` or float): the modulo value or nodename to divide by, cannot be 0 in any channel; default is 1.0 in all channels
- **absval**: the per-channel absolute value of the incoming float/color/vector.
    - `in` (float or color $N$  or vector $N$ ): the input value or nodename
- **sign**: the per-channel sign of the incoming float/color/vector value: -1 for negative, +1 for positive, or 0 for zero.
    - `in` (float or color $N$  or vector $N$ ): the input value or nodename
- **floor**: the per-channel nearest integer value less than or equal to the incoming float/color/vector; the output remains in floating point per-channel, i.e. the same type as the input.
    - `in` (float or color $N$  or vector $N$ ): the input value or nodename
- **ceil**: the per-channel nearest integer value greater than or equal to the incoming float/color/vector; the output remains in floating point per-channel, i.e. the same type as the input.
    - `in` (float or color $N$  or vector $N$ ): the input value or nodename
- **round**: round each channel of the incoming float/color/vector values to the nearest integer value, e.g "floor(in+0.5)".
    - `in` (float or color $N$  or vector $N$ ): the input value or nodename
- **power**: raise incoming float/color values to the specified exponent, commonly used for "gamma" adjustment.
    - `in1` (float or color $N$  or vector $N$ ): the value or nodename for the primary input
    - `in2` (same type as `in` or float): exponent value or nodename; output = `pow(in1, in2)`; default is 1.0 in all channels



- **sin**: the sine of the incoming value, which is expected to be expressed in radians.
  - `in` (float or vector $N$ ): the input value or nodename
- **cos**: the cosine of the incoming value, which is expected to be expressed in radians.
  - `in` (float or vector $N$ ): the input value or nodename
- **tan**: the tangent of the incoming value, which is expected to be expressed in radians.
  - `in` (float or vector $N$ ): the input value or nodename
- **asin**: the arcsine of the incoming value; the output will be expressed in radians.
  - `in` (float or vector $N$ ): the input value or nodename
- **acos**: the arccosine of the incoming value; the output will be expressed in radians.
  - `in` (float or vector $N$ ): the input value or nodename
- **atan2**: the arctangent of the expression (`iny/inx`); the output will be expressed in radians. If both `in1` and `in2` are provided, they must be the same type.
  - `iny` (float or vector $N$ ): the value or nodename for the "y" input; default is 0.0.
  - `inx` (float or vector $N$ ): the value or nodename for the "x" input; default is 1.0.
- **sqrt**: the square root of the incoming value.
  - `in` (float or vector $N$ ): the input value or nodename
- **ln**: the natural log of the incoming value.
  - `in` (float or vector $N$ ): the input value or nodename; default is 1.0.
- **exp**: "e" to the power of the incoming value.
  - `in` (float or vector $N$ ): the input value or nodename
- **clamp**: clamp incoming values per-channel to a specified range of float/color/vector values.
  - `in` (float or color $N$  or vector $N$ ): the input value or nodename
  - `low` (same type as `in` or float): clamp low value; any value lower than this will be set to "low". Default is 0 in all channels.
  - `high` (same type as `in` or float): clamp high value; any value higher than this will be set to "high". Default is 1 in all channels.
- **min**: select the minimum of the two incoming values
  - `in1` (float or color $N$  or vector $N$ ): the first value or nodename
  - `in2` (same type as `in1` or float): the second value or nodename
- **max**: select the maximum of the two incoming values
  - `in1` (float or color $N$  or vector $N$ ): the first value or nodename
  - `in2` (same type as `in1` or float): the second value or nodename
- **normalize**: output the normalized vector $N$  from the incoming vector $N$  stream; cannot be used on float or color $N$  streams. Note: the fourth channel in vector4 streams is not treated any differently, e.g. not as a homogeneous "w" value.

- `in (vectorN)`: the input value or nodename
- **magnitude**: output the float magnitude (vector length) of the incoming `vectorN` stream; cannot be used on float or `colorN` streams. Note: the fourth channel in `vector4` streams is not treated any differently, e.g. not as a homogeneous "w" value.
  - `in (vectorN)`: the input value or nodename
- **dotproduct**: output the (float) dot product of two incoming `vectorN` streams; cannot be used on float or `colorN` streams.
  - `in1 (vectorN)`: the input value or nodename for the primary input.
  - `in2` (same type as `in1`): the secondary value or nodename
- **crossproduct**: output the (vector3) cross product of two incoming `vector3` streams; cannot be used on any other stream type. A disabled `crossproduct` node passes through the value of `in1` unchanged.
  - `in1 (vector3)`: the input value or nodename for the primary input.
  - `in2 (vector3)`: the secondary value or nodename
- **transformpoint**: transform the incoming `vector3` coordinate from one specified space to another; cannot be used on any other stream type.
  - `in (vector3)`: the input coordinate vector.
  - `fromspace` (uniform string): the name of a vector space understood by the rendering target to transform the `in` point from; may be empty to specify the renderer's working or "common" space.
  - `tospace` (uniform string): the name of a vector space understood by the rendering target for the space to transform the `in` point to.
- **transformvector**: transform the incoming `vector3` vector from one specified space to another; cannot be used on any other stream type.
  - `in (vector3)`: the input vector.
  - `fromspace` (uniform string): the name of a vector space understood by the rendering target to transform the `in` point from; may be empty to specify the renderer's working or "common" space.
  - `tospace` (uniform string): the name of a vector space understood by the rendering target for the space to transform the `in` point to.
- **transformnormal**: transform the incoming `vector3` normal from one specified space to another; cannot be used on any other stream type.
  - `in (vector3)`: the input normal vector; default is (0,0,1).
  - `fromspace` (uniform string): the name of a vector space understood by the rendering target to transform the `in` point from; may be empty to specify the renderer's working or "common" space.
  - `tospace` (uniform string): the name of a vector space understood by the rendering target for the space to transform the `in` point to.
- **transformmatrix**: transform the incoming `vectorN` coordinate by the specified matrix.
  - `in (vectorN)`: the input vector. If needed, an additional 1.0 component will be temporarily

- appended to the `in` vector to make it match the dimension of the transforming `mat` matrix, then removed after transformation.
- `mat matrix33/44`: the matrix used to transform the vector; a vector2 `in` can be transformed by a `matrix33`, a vector3 by a `matrix33` or a `matrix44`, and a vector4 by a `matrix44`. Default is the identity matrix.
  - **normalmap**: transform a normal vector from object or tangent space into "world" space.
    - `in (vector3)`: the input vector; default is (0.5, 0.5, 1.0).
    - `space` (uniform string): the space to transform the normal from ("tangent" or "object"); defaults to "tangent".
    - `scale` (float or vector2): a scalar multiplier for the (x,y) components of the incoming vector; defaults to 1.0
    - `normal (vector3)`: surface normal; defaults to the current world-space normal.
    - `tangent (vector3)`: surface tangent vector, defaults to the current world-space tangent vector.
  - **transpose**: output the transpose of the incoming matrix.
    - `in (matrixNN)`: the input value or nodename
  - **determinant**: output the float determinant of the incoming `matrixNN` stream.
    - `in (matrixNN)`: the input value or nodename
  - **invertmatrix**: output the inverse of the incoming matrix; if the input matrix is not invertible, the output matrix will consist of all floating-point "NaN" values.
    - `in (matrixNN)`: the input value or nodename
  - **rotate2d**: rotate a vector2 value about the origin in 2D.
    - `in (vector2)`: the input value or nodename
    - `amount` (float): the amount to rotate, specified in degrees, with positive values rotating the incoming vector counterclockwise. Default is 0.
  - **rotate3d**: rotate a vector3 value about a specified unit axis vector.
    - `in (vector3)`: the input value or nodename
    - `amount` (float): the amount to rotate, specified in degrees; default is 0.
    - `axis (vector3)`: For vector3 inputs only, the unit axis vector about which to rotate; default is (0,1,0).
  - **arrayappend**: create a two-element array [`in1`, `in2`] from two base-type values, or append the `in2` value to the end of the `in1` array of the same type.
    - `in1 (integer/float/colorN/vectorN/string or integerarray/floatarray/colorNarray/vectorNarray/stringarray)`: the input value or nodename for the first value or the array to append to. If `in1` is an array type with a value of "" (an empty array), then the output will be a single element array [`in2`].
    - `in2 (integer/float/colorN/vectorN/string)`: the input value or nodename for the value to append; must be the same base type as `in1`.
  - **dot**: a no-op, passes its input through to its output unchanged. Users can use dot nodes to shape

edge connection paths or provide documentation checkpoints in node graph layout UI's.

- `in` (any type): the nodename to be connected to the Dot node's "in" input.

## Adjustment Nodes

Adjustment nodes have one input named "in", and apply a specified function to values in the incoming stream.

- **remap**: linearly remap incoming values from one range of float/color/vector values to another.
  - `in` (float or color $N$  or vector $N$ ): the input value or nodename
  - `inlow` (same type as `in` or float): low value for input range; default is 0.0 in all channels
  - `inhigh` (same type as `in` or float): high value for input range; default is 1.0 in all channels
  - `outlow` (same type as `in` or float): low value for output range; default is 0.0 in all channels
  - `outhigh` (same type as `in` or float): high value for output range; default is 1.0 in all channels
- **smoothstep**: output a smooth (hermite-interpolated) remapping of input values from low-high to output 0-1.
  - `in` (float or color $N$  or vector $N$ ): the input value or nodename
  - `low` (same type as `in` or float): input low value; an input value of this or lower will result in an output value of 0; default is 0.0 in all channels
  - `high` (same type as `in` or float): input high value; an input value of this or higher will result in an output value of 1; default is 1.0 in all channels
- **curveadjust**: output a smooth remapping of input values using the centripetal Catmull-Rom cubic spline curve defined by specified knot values, using an inverse spline lookup on input knot values and a forward spline through output knot values. All channels of the input will be remapped using the same curve.
  - `in` (float or color $N$  or vector $N$ ): the input value or nodename
  - `knots` (floatarray): the list of input values defining the curve for the remapping. At least 2 values must be provided.
  - `knotvalues` (floatarray): the list of output values defining the curve for the remapping. Must be the same length as `knots`.
- **curvelookup**: output a float, color $N$  or vector $N$  value smoothly interpolated between a number of knotvalue values, using the position of `in` within `knots` as the `knotvalues` interpolant.
  - `in` (float): the input interpolant value or nodename
  - `knots` (floatarray): the list of knot values to interpolate `in` within.
  - `knotvalues` (floatarray or color $N$ array or vector $N$ array): the values at each knot position to interpolate between. Must be the same length as `knots`.
- **luminance**: (color3 or color4 only) output a grayscale value containing the luminance of the incoming RGB color in all color channels, computed using the dot product of the incoming color with the luma coefficients of the active CMS configuration; the alpha channel is left unchanged if present.
  - `in` (color3/color4): the input value or nodename
  - `lumacoeffs` (uniform color3): the luma coefficients of the current working color space; if no specific color space can be determined, the ACEScg (ap1) luma coefficients [0.272287,

0.6740818, 0.0536895] will be used. Applications which support color management systems may choose to retrieve this value from the CMS to pass to the <luminance> node's implementation directly, rather than exposing it to the user.

- **rgbtohsv**: (color3 or color4 only) convert an incoming color from RGB to HSV space (with H and S ranging from 0 to 1); the alpha channel is left unchanged if present. This conversion is not affected by the current color space or CMS configuration.
  - **in** (color3/color4): the input value or nodename
- **hsvtorgb**: (color3 or color4 only) convert an incoming color from HSV to RGB space; the alpha channel is left unchanged if present. This conversion is not affected by the current color space or CMS configuration.
  - **in** (color3/color4): the input value or nodename

Additional adjustment nodes, including <contrast>, <range>, <saturate> and <hsvadjust> may be found in the **MaterialX Supplemental Notes** document.

### **Compositing Nodes**

Compositing nodes have two (required) inputs named  $f_g$  and  $b_g$ , and apply a function to combine them. Compositing nodes are split into five subclassifications: Premult nodes, Blend nodes, Merge nodes, Masking nodes, and the Mix node.

Premult nodes operate on 4-channel (color4) inputs/outputs, have one input named  $in$ , and either apply or unapply the alpha to the float or RGB color.

- **premult**: multiply the RGB channels of the input by the Alpha channel of the input.
  - **in** (color4): the input value or nodename; default is (0,0,0,1).
- **unpremult**: divide the RGB channels of the input by the Alpha channel of the input. If the Alpha value is zero, the original color4 input value is passed through unchanged.
  - **in** (color4): the input value or nodename; default is (0,0,0,1).

Blend nodes take two 1-4 channel inputs and apply the same operator to all channels (the math for alpha is the same as for R or RGB). In the Blend Operator table, "F" and "B" refer to any individual channel of the  $f_g$  and  $b_g$  inputs respectively. Blend nodes support an optional float input  $mix$ , which can be used to mix the original  $b_g$  value ( $mix=0$ ) with the result of the blend operation ( $mix=1$ , the default).

Blend Operator	Each Channel Output	Supported Types
<b>plus</b>	B+F	float, colorN
<b>minus</b>	B-F	float, colorN
<b>difference</b>	abs(B-F)	float, colorN
<b>burn</b>	$1-(1-B)/F$	float, colorN
<b>dodge</b>	$B/(1-F)$	float, colorN

<b>screen</b>	$1-(1-F)(1-B)$	float, color $N$
<b>overlay</b>	$2FB$ if $F < 0.5$ ; $1-(1-F)(1-B)$ if $F \geq 0.5$	float, color $N$

Merge nodes take two 4-channel (color4) inputs and use the built-in alpha channel(s) to control the compositing of the  $f_g$  and  $b_g$  inputs. In the Merge Operator table, "F" and "B" refer to the non-alpha channels of the  $f_g$  and  $b_g$  inputs respectively, and "f" and "b" refer to the alpha channels of the  $f_g$  and  $b_g$  inputs. Merge nodes are not defined for 1-channel or 3-channel inputs, and cannot be used on vector $N$  streams. Merge nodes support an optional float input  $mix$ , which can be used to mix the original  $b_g$  value ( $mix=0$ ) with the result of the blend operation ( $mix=1$ , the default).

Merge Operator	RGB output	Alpha Output
<b>disjointover</b>	$F+B$ if $f+b \leq 1$ ; $F+B(1-f)/b$ if $f+b > 1$	$\min(f+b, 1)$
<b>in</b>	$Fb$	$fb$
<b>mask</b>	$Bf$	$bf$
<b>matte</b>	$Ff+B(1-f)$	$f+b(1-f)$
<b>out</b>	$F(1-b)$	$f(1-b)$
<b>over</b>	$F+B(1-f)$	$f+b(1-f)$

Masking nodes take one 1-4 channel input  $in$  plus a separate float  $mask$  input and apply the same operator to all channels (if present, the math for alpha is the same as for R or RGB). The default value for the  $mask$  input is 1.0 for the *inside* operator, and 0.0 for the *outside* operator. In the Masking Operator table, "F" refers to any individual channel of the  $in$  input.

Masking Operator	Each Channel Output
<b>inside</b>	$Fm$
<b>outside</b>	$F(1-m)$

Note: for all types, *inside* is equivalent to the *multiply* node: both operators exist to provide companion functions for other data types or their respective inverse or complementary operations.

The Mix node takes two 1-4 channel inputs  $f_g$  and  $b_g$  plus a separate 1-channel  $mix$  input and mixes the  $f_g$  and  $b_g$  according to the  $mix$  value. The equation for "mix" is as follows, with "F" and "B" referring to any channel of the  $f_g$  and  $b_g$  inputs respectively (which can be float, color $N$  or vector $N$  but must match), and "m" referring to the float  $mix$  input value (which has a default value of 0):

Mix Operator	Each Channel Output
<b>mix</b>	$Fm+B(1-m)$

See also the **Shader Nodes** section below for additional `mix` operator variants supporting shader-semantic types.

## **Conditional Nodes**

Conditional nodes are used to compare values of two streams, or to select a value from one of several streams.

- **ifgreater**: output the value of the `in1` or `in2` stream depending on whether the value of one test input is greater than the value of another. Ifgreater nodes can be of output type `float`, `colorN` or `vectorN`.
  - `value1` (integer or float): the first value or nodename to compare. Default is 1.0.
  - `value2` (integer or float): the second value or nodename to compare must be the same type as `value1`. Default is 0.0.
  - `in1` (float or `colorN` or `vectorN`): the value or nodename to output if `value1 > value2`; must be the same type as the ifgreater node's output. Default is 0.0.
  - `in2` (float or `colorN` or `vectorN`): the value or nodename to output if `value1 <= value2`; must be the same type as the ifgreater node's output. Default is 0.0.
- **ifgreatereq**: output the value of the `in1` or `in2` stream depending on whether the value of one test input is greater than or equal to the value of another. Ifgreatereq nodes can be of output type `float`, `colorN` or `vectorN`.
  - `value1` (integer or float): the first value or nodename to compare. Default is 1.0.
  - `value2` (integer or float): the second value or nodename to compare; must be the same type as `value1`. Default is 0.0.
  - `in1` (float or `colorN` or `vectorN`): the value or nodename to output if `value1 >= value2`; must be the same type as the ifgreatereq node's output. Default is 0.0.
  - `in2` (float or `colorN` or `vectorN`): the value or nodename to output if `value1 < value2`; must be the same type as the ifgreatereq node's output. Default is 0.0.
- **ifequal**: output the value of the `in1` or `in2` stream depending on whether the value of two test inputs are equal or not. Ifequal nodes can be of output type `float`, `colorN` or `vectorN`.
  - `value1` (boolean or integer or float): the first value or nodename to compare. Default is 0 or "false".
  - `value2` (boolean or integer or float): the second value or nodename to compare; must be the same type as `value1`. Default is 0 or "false".
  - `in1` (float or `colorN` or `vectorN`): the value or nodename to output if `value1 == value2`; must be the same type as the ifequal node's output. Default is 0.0.
  - `in2` (float or `colorN` or `vectorN`): the value or nodename to output if `value1 != value2`; must be the same type as the ifequal node's output. Default is 0.0.
- **switch**: output the value of one of up to ten input streams, according to the value of a selector input `which`. Switch nodes can be of output type `float`, `colorN` or `vectorN`, and have five inputs, `in1` through `in10` (not all of which must be connected), which must match the output type.
  - `in1, in2, in3, in4, in5, in6, in7, in8, in9, in10` (float or `colorN` or `vectorN`): the values or nodenames to select from based on the value of the `which` input. The types of the various `inN` inputs must match the type of the `switch` node itself. The default value of all

- $in_N$  inputs is 0.0 in all channels.
- **which** (integer or float): a selector to choose which input to take values from; the output comes from input "floor(which)+1", clamped to the 1-10 range. So  $which < 1$  will pass on the value from  $in_1$ ,  $1 \leq which < 2$  will pass the value from  $in_2$ ,  $2 \leq which < 3$  will pass the value from  $in_3$ , and so on up to  $9 \leq which$  will pass the value from  $in_{10}$ . The default value of **which** is 0.

## **Channel Nodes**

Channel nodes are used to perform channel manipulations and data type conversions on  $float$ ,  $color_N$ , and  $vector_N$  streams, allowing the order and number of channels to be modified, and the data types of streams to be altered.

- **convert**: convert a stream from one data type to another. Only certain unambiguous and commonly-needed conversions are supported; see list below.
  - **in** (boolean or integer or float or  $color_N$  or  $vector_N$ ): the input value or nodename
- **swizzle**: perform an arbitrary permutation of the channels of the input stream, returning a new stream of the specified type. Individual channels may be replicated or omitted, and the output stream may have a different number of channels than the input.
  - **in** (float or  $color_N$  or  $vector_N$ ): the input value or nodename
  - **channels** (uniform string): a string of one, two, three or four characters (one per channel in the output), each of which may be "r", "g", "b" or "a" for  $color_N$  inputs, or "x", "y", "z" or "w" for  $vector_N$  inputs. E.g. "bgra" would output a four-channel stream with the red and blue channels swapped, and "zzz" would output a three-channel stream with the Z component replicated to all channels. The number of characters in **channels** must be the same as the number of channels for the **swizzle** node's output type, e.g. exactly 2 characters for a **swizzle** of type "vector2", or 4 characters for a **swizzle** of type "color4". If the input's type is "float", then either "r" or "x" may be used interchangeably to represent the one incoming data channel. Default is a string of characters that replicates the first channel from the input into all channels of the output.
- **combine2**, **combine3**, **combine4**: combine the channels from two, three or four streams into the same total number of channels of a single output stream of a specified compatible type; please see the table below for a list of all supported combinations of input and output types. For color output types, no colorspace conversion will take place; the channels are simply copied as-is.
  - **in1** (float/ $color_3$ / $vector_2$ / $vector_3$ ): the input value or nodename which will be sent to the N channels of the output; default is 0.0 in all channels
  - **in2** (float/ $vector_2$ ): the input value or nodename which will be sent to the next N channels of the output; default is 0.0 in all channels
  - **in3** (float): for **combine3** or **combine4**, the input value or nodename which will be sent to the next channel of the output after **in2**; default is 0.0
  - **in4** (float): for **combine4**, the input value or nodename which will be sent to the last channel of the output; default is 0.0

The following input/output data type conversions are supported by **convertN**:

- float to  $color_N$ / $vector_N$ : copy the input value to all channels of the output



- color $N$  to vector $N$  / vector $N$  to color $N$ , where  $N$  is the same for in and out: straight copy of channel values
- color3 to color4: copy RGB, set output alpha to 1.0
- color4 to color3: drop alpha channel
- boolean or integer to float: output is 0.0 or 1.0
- vector2 to vector3, or vector3 to vector4: copy incoming channels and append an additional channel with value 1.0 (e.g. convert from non-homogeneous to homogeneous vector)
- vector3 to vector2, or vector4 to vector3: drop the last channel; if a homogeneous vector conversion is desired, use a **divide** node with in1 channels="xyz" and in2 channels="w" instead.

Table of allowable input/output types for **combine2**, **combine3**, **combine4**:

Operator	type	in1	in2	in3	in4	Output
combine2	vector2	float "x"	float "y"	n/a	n/a	"xy"
combine3	color3	float "r"	float "g"	float "b"	n/a	"rgb"
combine3	vector3	float "x"	float "y"	float "z"	n/a	"xyz"
combine4	color4	float "r"	float "g"	float "b"	float "a"	"rgba"
combine4	vector4	float "x"	float "y"	float "z"	float "w"	"xyzw"
combine2	color4	color3 "rgb"	float "a"	n/a	n/a	"rgba"
combine2	vector4	vector3 "xyz"	float "w"	n/a	n/a	"xyzw"
combine2	vector4	vector2 "xy"	vector2 "zw"	n/a	n/a	"xyzw"

Additional channel nodes, including **<extract>** and **<separateN>**, may be found in the **MaterialX Supplemental Notes** document.

### **Convolution Nodes**

Convolution nodes have one input named "in", and apply a defined convolution function on the input stream. Some of these nodes may not be implementable in ray tracing applications; they are provided for the benefit of purely 2D image processing applications.

- **blur**: a convolution blur.
  - in (float or color $N$  or vector $N$ ): the input value or nodename
  - size (float): the size of the blur kernel, relative to 0-1 UV space; default is 0.

- `filtertype` (uniform string): the spatial filter used in the blur, either "box" for a linear box filter, or "gaussian" for a gaussian filter. Default is "box".
- **heighttonormal**: convert a scalar height map to a normal map of type vector3.
  - `in` (float): the input value or nodename
  - `scale` (float): the scale of normal map deflections relative to the gradient of the height map. Default is 1.0.

## **Standard Node Inputs**

All standard nodes which define a `defaultinput` or `default` value support the following input:

- `disable` (uniform boolean): if set to true, the node will pass its default input or value to its output, effectively disabling the node; default is false. Applications may choose to implement the `disable` input by skipping over the disabled node during traversal and instead passing through a connection to the `defaultinput` node or outputting the node's default value, rather than using an actual `disable` input in the node implementation.

## **Standard UI Attributes**

All elements support the following additional UI-related attributes:

- `doc` (string attribute): a description of the function or purpose of this element; may include standard HTML formatting strings such as `<b>`, `<ul>`, `<p>`, etc. but no complex formatting such as CSS or external references (e.g. no hyperlinks or images).. May be used for functional documentation, or for UI pop-up "tool tip" strings.

All node types (sources, operators, shader nodes and material nodes) as well as `<look>` elements support the following UI-related attributes:

- `xpos` (float attribute): X-position of the upper-left corner of the node when drawn in a UI.
- `ypos` (float attribute): Y-position of the upper-left corner of the node when drawn in a UI.
- `width` (float attribute): the relative width of the node when drawn in a UI; default is 1.0.
- `height` (float attribute): the relative height of the node when drawn in a UI; default is 1.0.
- `uicolor` (color3 attribute): the display-referred color of the node as drawn in the UI, normalized to 0.0-1.0 range; default is to not specify a particular color so the application's default node color would be used. `uicolor` values are expressed as color3 values in "none" colorspace, and thus are not affected by the current `colorspace`.

All positioning and sizing attribute values are specified relative to an application's default size for drawing a node including any minimal-length connection edges and arrows. So a node drawn at position (xpos, ypos) will "look good" if connected to nodes drawn at position (xpos+width, ypos) and at position (xpos, ypos+height), and a node specifying `width="2"` would be drawn twice as wide (including outside whitespace for a minimal connecting arrow) as a node with the default width. It is not necessary that nodes be placed exactly on integer grid boundaries; this merely states the scale of nodes. It is also

not assumed that the pixel scaling factors for X and Y are the same: the actual UI unit "grid" does not have to be square. If `xpos` and `ypos` are not both specified, placement of the node when drawn in a UI is undefined, and it is up to the application to figure out placement (which could mean "all piled up in the center in a tangled mess").

MaterialX defines `xpos` values to be increasing left to right, `ypos` values to be increasing top to bottom, and the general flow is generally downward. E.g. node inputs are on the top and outputs on the bottom, and a node at (10, 10) could connect naturally to a node at (10, 11). Content creation applications using left-to-right flow can simply exchange X and Y coordinates in their internal representations when reading or writing MaterialX data, and applications that internally use Y coordinates increasing upward rather than downward can invert the Y coordinates between MTLX files and their internal representations.

The `<input>` and `<token>` elements within `<nodedef>`s and node instantiations (but not within `<implementation>`s or `<nodegraph>` parameter interfaces) support the following UI-related attributes:

- `uivisible` (boolean attribute): whether or not the input is visible in the UI. If `uivisible` is specified on an input/token in a `<nodedef>` that defines the default visibility of that input/token, while a `uivisible` specified on a input/token in a node instantiation affects just the visibility of the input/token within that particular instantiation. Default is "true".
- `uiadvanced` (boolean attribute): whether or not the input is considered to be an "advanced" parameter which an application may choose to hide in a more "basic" mode. Should normally be declared only within a `<nodedef>`. Default is "false", meaning the input should be displayed if `uivisible` is true, while "true" means the input would be displayed if `uivisible` is true and the application UI is set to show "advanced" parameters.

## **Backdrop Elements**

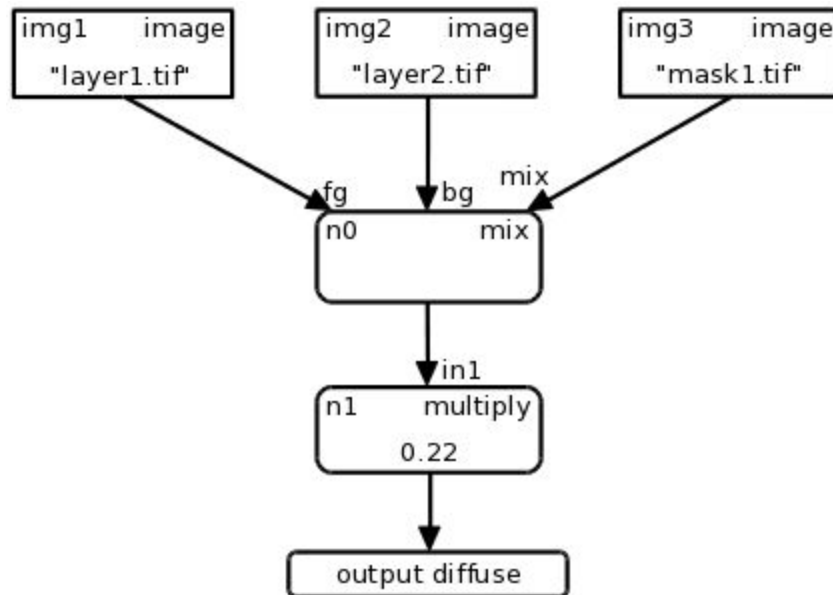
Backdrop elements are used to contain, group, and document nodes within a node graph, and they have no impact on the functionality of the graph. The following attributes are supported by `<backdrop>` elements:

- `contains` (stringarray attribute): a comma-separated list of node names that the backdrop "contains"; default is to contain no nodes.
- `minimized` (boolean attribute): whether or not this backdrop is collapsed to a single node-sized box in the application's UI or not; default is false.

Backdrop elements also support the standard `width`, `height`, `xpos`, `ypos` and `doc` attributes.

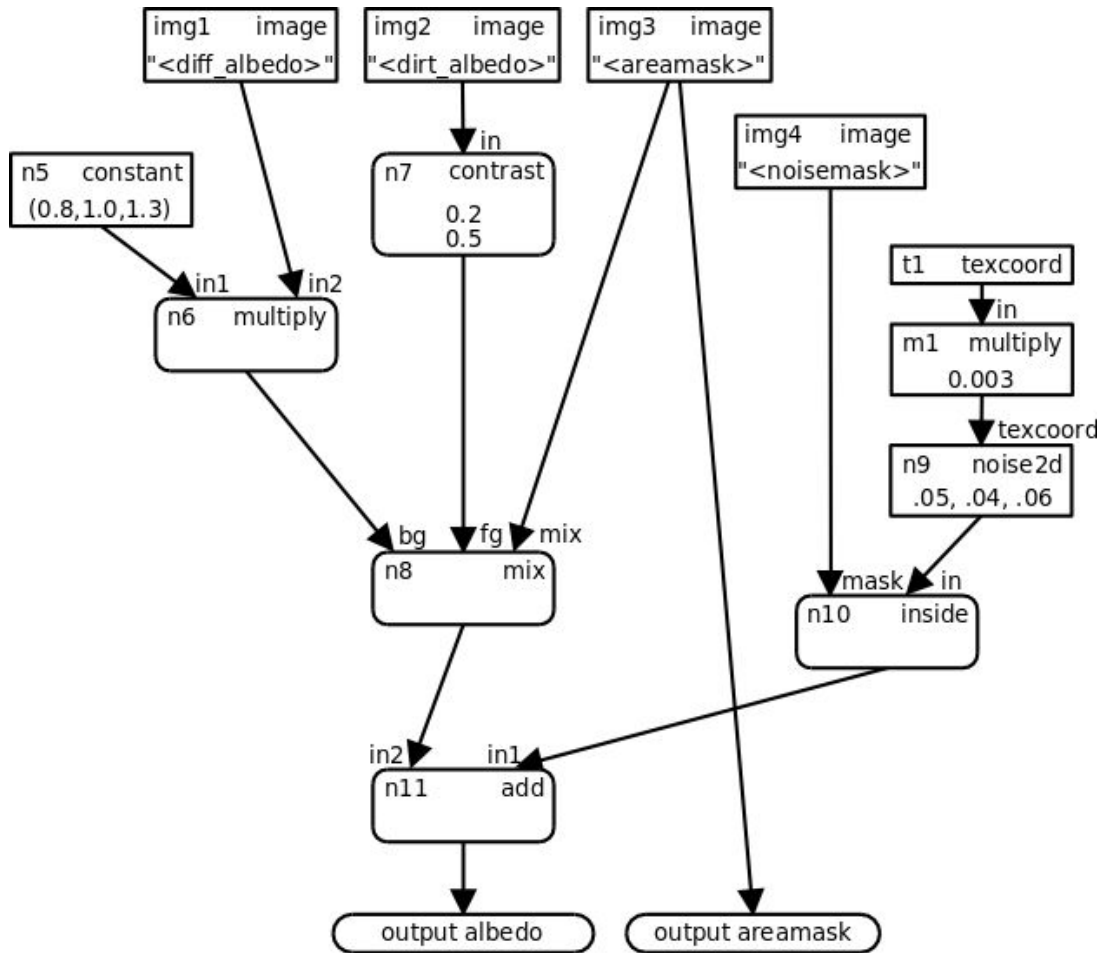
## Node Graph Examples

Example 1: Simple merge of two single-layer images with a separate mask image, followed by a simple color operation.



```
<?xml version="1.0" encoding="UTF-8"?>
<materialx>
  <image name="img1" type="color3">
    <input name="file" type="filename" value="layer1.tif"/>
  </image>
  <image name="img2" type="color3">
    <input name="file" type="filename" value="layer2.tif"/>
  </image>
  <image name="img3" type="float">
    <input name="file" type="filename" value="mask1.tif"/>
  </image>
  <mix name="n0" type="color3">
    <input name="fg" type="color3" nodename="img1"/>
    <input name="bg" type="color3" nodename="img2"/>
    <input name="mix" type="float" nodename="img3"/>
  </mix>
  <multiply name="n1" type="color3">
    <input name="in1" type="color3" nodename="n0"/>
    <input name="in2" type="float" value="0.22"/>
  </multiply>
  <output name="diffuse" type="color3" nodename="n1"/>
</materialx>
```

Example 2: A more complex example, using geometry properties to define two diffuse albedo colors and two masks, then color-correcting one albedo less red and more blue and increasing the contrast of the other, blending the two through an area mask, and adding a small amount of scaled 2D Perlin noise within a second mask. The graph outputs the area mask layer separately from the composited diffuse albedo color.



```

<?xml version="1.0" encoding="UTF-8"?>
<materialx>
  <!-- Note: in a real file, there would need to be geominfos here to define
<diff_albedo> etc. token values for each geometry-->
  <image name="img1" type="color3">
    <input name="file" type="filename" value="<diff_albedo>"/>
  </image>
  <image name="img2" type="color3">
    <input name="file" type="filename" value="<dirt_albedo>"/>
  </image>
  <image name="img3" type="float">
    <input name="file" type="filename" value="<areamask>"/>
  </image>
  <image name="img4" type="float">
    <input name="file" type="filename" value="<noisemask>"/>
  </image>
  <constant name="n5" type="color3">
    <input name="value" type="color3" value="0.8,1.0,1.3"/>
  </constant>
  <node name="n6" type="multiply">
    <input name="in1" type="color3" value="<diff_albedo>"/>
    <input name="in2" type="color3" value="(0.8,1.0,1.3)"/>
  </node>
  <node name="n7" type="contrast">
    <input name="in" type="color3" value="<dirt_albedo>"/>
    <input name="contrast" type="float" value="0.2,0.5"/>
  </node>
  <node name="n8" type="mix">
    <input name="bg" type="color3" value="<diff_albedo>"/>
    <input name="fg" type="color3" value="<dirt_albedo>"/>
    <input name="mix" type="float" value="<areamask>"/>
  </node>
  <node name="n9" type="noise2d">
    <input name="texcoord" type="float" value="<noisemask>"/>
    <input name="scale" type="float" value=".05,.04,.06"/>
  </node>
  <node name="m1" type="multiply">
    <input name="in" type="float" value="<noisemask>"/>
    <input name="scale" type="float" value="0.003"/>
  </node>
  <node name="n10" type="inside">
    <input name="mask" type="float" value="<noisemask>"/>
    <input name="in" type="float" value="<noisemask>"/>
  </node>
  <node name="n11" type="add">
    <input name="in1" type="color3" value="<diff_albedo>"/>
    <input name="in2" type="color3" value="<diff_albedo>"/>
  </node>
  <output name="output albedo" type="color3" value="<diff_albedo>"/>
  <output name="output areamask" type="float" value="<areamask>"/>
</materialx>
  
```

```

</constant>
<multiply name="n6" type="color3">
  <input name="in1" type="color3" nodename="n5"/>
  <input name="in2" type="color3" nodename="img1"/>
</multiply>
<contrast name="n7" type="color3">
  <input name="in" type="color3" nodename="img2"/>
  <input name="amount" type="float" value="0.2"/>
  <input name="pivot" type="float" value="0.5"/>
</contrast>
<mix name="n8" type="color3">
  <input name="fg" type="color3" nodename="n7"/>
  <input name="bg" type="color3" nodename="n6"/>
  <input name="mix" type="float" nodename="img3"/>
</mix>
<texcoord name="t1" type="vector2"/>
<multiply name="m1" type="vector2">
  <input name="in1" type="vector2" nodename="t1"/>
  <input name="in2" type="float" value="0.003"/>
</multiply>
<noise2d name="n9" type="color3">
  <input name="texcoord" type="vector2" nodename="m1"/>
  <input name="amplitude" type="vector3" value="0.05,0.04,0.06"/>
</noise2d>
<inside name="n10" type="color3">
  <input name="mask" type="float" nodename="img4"/>
  <input name="in" type="color3" nodename="n9"/>
</inside>
<add name="n11" type="color3">
  <input name="in1" type="color3" nodename="n10"/>
  <input name="in2" type="color3" nodename="n8"/>
</add>
<output name="albedo" type="color3" nodename="n11"/>
<output name="areamask" type="float" nodename="img3"/>
</materialx>

```

## **Customization, Targeting and Shading**

While the Standard Nodes are considered universal across all MaterialX applications, there are many circumstances in which one would like to extend this with new custom functionality, or define functionality or underlying implementations specific to different applications or renderers. This includes the definition of nodes for shading and materials.

### **Target Definition**

MaterialX supports the definition of nodes, attributes and inputs that are specific to particular rendering "targets". This allows a single implementation to restrict certain values or nodes to only the targets for which they are valid, or to allow separate definitions of the same node functionality for different renderers.

Targets are declared using a <targetdef> element:

```
<targetdef name="oslpattern"/>
<targetdef name="gls1"/>
<targetdef name="mdl"/>
```

A target may inherit from another target, so that any reference to a parent target will automatically include any definitions specific to the inherited child target that do not have a definition for the parent target itself:

```
<targetdef name="osl" inherit="oslpattern"/>
<targetdef name="vraygls1" inherit="gls1"/>
<targetdef name="vrayosl" inherit="oslpattern"/>
```

In the above example, any renderer that requests nodes/inputs/attributes for the "osl" target will also see any node/input/attribute that is defined with `target="oslpattern"`. A renderer may also declare that it will accept implementations for multiple targets, e.g. Vray might declare it will accept either "vrayosl", "mdl" or "vraygls1", with "vrayosl" preferred.

A targetdef element may also specify additional custom attributes for that target, such as configuration or code generation options.

### **Custom Attributes and Inputs**

While the MaterialX specification describes the attributes and elements that are meaningful to MaterialX-compliant applications, it is permissible to add custom attributes and inputs to standard MaterialX elements. These custom attributes and child elements are ignored by applications that do not understand them, although applications should preserve and re-output them with their values and connections even if they do not understand their meaning.

If an application requires additional information related to any MaterialX element, it may define and

utilize additional attributes with non-standard names. Custom attributes are defined using `<attributedef>` elements:

```
<attributedef name="name" attrname="attrname" type="type" value="defaultvalue"
  [target="targets"] [elements="elements"] [exportable="true"]/>
```

where *name* is a unique name for the `attributedef`, *attrname* is the name of the custom attribute to define, *type* is the type of the attribute (typically string, stringarray, integer or boolean, although any MaterialX type is allowed), *defaultvalue* is the default value for the attribute, *target* is an optional list of targets to which this attribute applies, and *elements* is an optional list of element names or elementname/inputname in which the attribute may be used. By default, a custom attribute is not emitted as metadata in generated shaders, but can be exported if the `exportable` attribute is set to "true". Examples:

```
<attributedef name="AD_maxmtlname" attrname="maxmtlname" type="string" value=""
  target="3dsmax" elements="material"/>
<attributedef name="AD_img_vflip" attrname="vflip" type="boolean" value="false"
  target="mystudio" elements="image/file"/>
```

The first example above defines a 3ds Max-specific name attribute for materials, which may be given a value in addition to its MaterialX-compliant name in order to preserve the original package-specific name; it is assumed here that `maxmtlname` is the attribute name used by that particular implementation for this purpose. The second example defines a "mystudio"-specific boolean attribute "vflip", which could be used in the "file" input of `<image>` nodes.

Once defined, custom attributes may be used in exactly the same manner as standard attributes:

```
<surfacematerial name="sssmarble" maxmtlname="SSS Marble">
  <input name="surfaceshader" node="marblesrf"/>
</surfacematerial>
<image name="im1" type="color3">
  <input name="file" type="filename" value="X.tif" vflip="true"/>
  ...
</image>
```

If an application requires additional custom inputs within a standard MaterialX node, it may define a target application-specific `<nodedef>` for that node inheriting the base input definitions from the standard node's `<nodedef>`, then add inputs specific to that target application.

```
<nodedef name="ND_image_color4_maya" node="image" target="maya"
  inherit="ND_image_color4">
  <input name="preFilter" type="boolean" value="true"/>
</nodedef>
```

In the above example, a Maya-specific version of the color4-type `<image>` node has been declared, inheriting from the standard declaration then adding a maya-specific "preFilter" input.

When using a node, the definition appropriate for the current target will automatically be used, and other targets will ignore any inputs that are not part of the `nodedef` for that target. However, one may specify a documentational `target` attribute on an input to hint what target it is intended for if desired. In this example, the "preFilter" input has indicated that it is specific to the "maya" target.



```
<image name="image1" type="color4">
  <input name="file" type="filename" value="image1.tif"/>
  <input name="preFilter" type="boolean" value="true" target="maya"/>
</image>
```

Please see the [Custom Node Definition](#) section below for further details.

## **Custom Nodes**

Specific applications will commonly support sources and operators that do not map directly to standard MaterialX nodes. Individual implementations may provide their own custom nodes, with `<nodedef>` elements to declare their parameter interfaces, and `<implementation>` and/or `<nodegraph>` elements to define their behaviors.

### **Custom Node Declaration: NodeDef Elements**

Each custom node must be explicitly declared with a `<nodedef>` element, with child `<input>`, `<token>` and `<output>` elements specifying the expected names and types of the node's inputs and output(s).

Attributes for `<nodedef>` elements:

- `name` (string, required): a unique name for this `<nodedef>`
- `node` (string, required): the name of the custom node being defined
- `inherit` (string, optional): the name of a `<nodedef>` to inherit node definitions from; the output types of this `nodedef` and the inherited one must match, and the input/output definitions of this `nodedef` will be applied on top of those in the inherited-from one.
- `nodegroup` (string, optional): an optional group to which this node declaration belongs. Standard MaterialX nodes have `nodegroup` values matching the titles of the section headings in which they are described, e.g. "texture2d", "procedural", "geometric", "global", "application", "math", "adjustment", "compositing", "conditional", "channel", "convolution", or "organization".
- `version` (string, optional): a version string for this `nodedef`, allowing usage of a node to reference a specific version of a node. Version strings should be of the format "*major[.minor]*", i.e. one or two integer numbers separated by a dot (the minor version is assumed to be "0" if not provided). If there are multiple `nodedefs` for the same `node` and `target` with the same combination of input and output types, they must each specify a `version`.
- `isdefaultversion` (boolean, optional): If true, then this `nodedef` should be used for node instances which do not request a specific version. Specifying `isdefaultversion "true"` is only required if there are multiple `nodedefs` for a node declaring a `version`, and it is not permissible for multiple `nodedefs` for the same `node` and `target` with the same combination of input and output types to set `isdefaultversion "true"`. Defaults to "false".
- `target` (stringarray, optional): the set of targets to which this `nodedef` is restricted. By default, a `nodedef` is considered universal, not restricted to any specific targets, but it is possible that certain targets may have different parameter names or usage for the same node.
- `uiname` (string, optional): an alternative "node" value for this `nodedef` to be displayed in the UI. If `uiname` is not provided, then `node` is the presumed UI node value for the `nodedef`. This is most useful when the `<nodedef>` defines a namespace, so the user doesn't need to see a full

- namespaced path for the node.
- `internalgeomprops` (stringarray, optional): a list of MaterialX geometric properties (e.g. "position", "normal", "texcoord", etc. or any name defined by a `<geompropdef>` element) that the node expects to be able to access internally. This metadata hint allows code generators to ensure this data is available and can be used for error checking. `Internalgeomprops` is most useful for nodes whose implementation is defined by external code; it is not necessary for nodegraph-defined nodes, as the list of geometric properties accessed can be determined by examining the nodegraph.

Custom nodes are allowed to overload a single `node` name by providing multiple `<nodedef>` elements with different combinations of input and output types. This overloading is permitted both for custom `node` names and for the standard MaterialX node set. Within the scope of a single MaterialX document and its included content, no two `<nodedef>` elements with an identical combination of input and output types for the same target and version may be provided for a single `node` name. It is recommended that all `<nodedef>` variations for a `node` use exactly the same set of input names differing only in their types, with no variation adding or removing any inputs.

The `inherit` attribute may be provided to allow one `<nodedef>` to inherit from another: this is most useful for defining additional inputs in a target- or version-specific `<nodedef>`, inheriting from a generic, canonical definition of a node or shader. NodeDefs which inherit from another `nodedef` may not re-declare `<output>`s from the parent `nodedef`, only add additional new `<output>`s.

NodeDefs must define one or more child `<output>` elements within the `<nodedef>` to state the name and type of each output; for nodes defined using a nodegraph, the names and types of the outputs must agree with the `<output>` elements in the nodegraph. The output name for a single-output `<nodedef>` is less important, as any connection made to the output of a single-output node will succeed regardless of the actual name referenced, although by convention, the name "out" is preferred for single-output nodes.

The parameter interface of a custom node is specified via a set of child `<input>` and `<token>` elements of the `<nodedef>`, while documentation of the folder structure of a node may be defined using a number of `<uifolder>` elements, each of which may provide a `doc` attribute to provide documentation for that folder layer. A `<uifolder>` element may not contain any other elements; in particular, the `<input>`s and `<token>`s of the `nodedef` interface must be direct children of the `<nodedef>`. Nested folders may be indicated using a full path for the folder, with a "/" separator between folder levels.

```
<nodedef name="ND_multinoise" node="multinoise">
  <uifolder name="ui_noise" uifolder="Noise" doc="Noise Controls">
    <uifolder name="ui_noiselarge" uifolder="Noise/Large" doc="Large Scale Noise">
      <uifolder name="ui_noisefine" uifolder="Noise/Fine" doc="Fine Scale Noise">
        ...input and token definitions...
      </uifolder>
    </uifolder>
  </uifolder>
</nodedef>
```

**Input** elements are used within a `<nodedef>` to declare the spatially-varying and uniform inputs for a node:

```
<input name="inputname" type="inputtype" [value="value"]/>
```

## Attributes for NodeDef Input elements:

- `name` (string, required): the name of the shader input
- `type` (string, required): the MaterialX type of the shader input
- `value` (same type as `type`, optional): a default value for this input, to be used if the input remains unconnected and is not otherwise assigned a value
- `uniform` (boolean, optional): if set to "true", then this input can only take uniform values and may not be connected to the outputs of other nodes. `uniform` must be set to true for string and filename-type inputs.
- `defaultgeomprop` (string, optional): for vector2 or vector3 inputs, the name of an intrinsic geometric property that provides the default value for this input, must be one of "position", "normal", "tangent", "bitangent" or "texcoord" or vector3-type custom geometric property for vector3 inputs, or "texcoord" or vector2-type custom geometric property for vector2 inputs. For standard geometric properties, this is effectively the same as declaring a default connection of the input to a Geometric Node with default input values. May not be specified on uniform inputs.
- `enum` (stringarray, optional): a comma-separated list of string value descriptors that the input is allowed to take: for string- and stringarray-type inputs, these are the actual values (or values per array index for stringarrays); for other types, these are the "enum" labels e.g. as shown in the application user interface for each of the actual underlying values specified by `enumvalues`. MaterialX itself does not enforce that a specified input enum value is actually in this list.
- `enumvalues` (*typearray*, optional): for non-string/stringarray types, a comma-separated list of values of the same base type as the `<input>`, representing the values that would be used if the corresponding `enum` string was chosen in the UI. MaterialX itself does not enforce that a specified input value is actually in this list. Note that implementations are allowed to redefine `enumvalues` (but not `enum`) for specific targets: see the **Custom Node Definition** section below.
- `colorspace` (string, optional): for color3- or color4-type inputs, the expected colorspace for this input. Nodedef inputs do not typically specify a colorspace; the most common use case is to specify `colorspace="none"` for inputs that are color-like but which should not be affected by colorspace conversions.
- `unittype` (string, optional): the type of unit for this input, e.g. "distance", which must be defined by a `<unittypedef>`. Default is to not specify a `unittype`. Only float-, vector $N$ - and filename-type inputs may specify a `unittype`.
- `unit` (string, optional): the specific unit for this input. Nodedef inputs do not typically specify a unit; if it does, that would indicate that the implementation of that node expects values to be specified in that unit, and that any invocation of that node using a different unit should be converted to the nodedef-specified unit for that input rather than to the application's scene unit. The most common instance of this is for angular values, where a nodedef might specify that it expects values to be given in degrees.
- `uiname` (string, optional): an alternative name for this input as it appears in the UI. If `uiname` is not provided, then `name` is the presumed UI name for the input.
- `uifolder` (attribute, string, optional): the pathed name of the folder in which this input appears in the UI, using a "/" character as a separator for nested UI folders.
- `uimin` (integer or float or color $N$  or vector $N$ , optional): for inputs of type integer, float, color $N$  or vector $N$ , the minimum value that the UI allows for this particular value. MaterialX itself does not enforce this as an actual minimum value.
- `uimax` (integer or float or color $N$  or vector $N$ , optional): for inputs of type integer, float, color $N$  or vector $N$ , the maximum value that the UI allows for this particular value. MaterialX itself does

not enforce this as an actual maximum value.

- `uisoftmin` (integer or float or color $N$  or vector $N$ , optional): for inputs of type integer, float, color $N$  or vector $N$ , a suggested minimum UI slider value for this input, should be  $\geq$  `uimin`. MaterialX itself does not enforce this as an actual minimum value.
- `uisoftmax` (integer or float or color $N$  or vector $N$ , optional): for inputs of type integer, float, color $N$  or vector $N$ , a suggested maximum UI slider value for this inputs, should be  $\leq$  `uimax`. MaterialX itself does not enforce this as an actual maximum value.
- `uistep` (integer or float or color $N$  or vector $N$ , optional): for inputs of type integer, float, color $N$  or vector $N$ , the increment size that the UI would increment or decrement a component of the input value.

It is permissible to define a `value` or a `defaultgeomprop` for an input but not both. If neither `value` or `defaultgeomprop` are defined, then the input becomes required, and any invocation of the custom node without providing a value or connection for this input would be in error.

**Token** elements are used within a `<nodedef>` to declare uniform string-substitution values to be referenced and substituted within image filenames used in a node's nodegraph implementation:

```
<token name="tokename" type="tokentype" [value="value"]/>
```

Attributes for NodeDef Token elements:

- `name` (string, required): the name of the token
- `type` (string, required): the MaterialX type of the token; when the token's value is substituted into a filename, the token value will be cast to a string, so string or integer types are recommended for tokens, although any MaterialX type is permitted.
- `value` (same type as `type`, optional): a default value for this token, to be used if the node is invoked without a value defined for this token. If a default value is not defined, then the token becomes required, so any invocation of the custom node without a value assigned to that token would be in error.
- `uiname` (string, optional): an alternative name for this token as it appears in the UI. If `uiname` is not provided, then `name` is the presumed UI name for the token.
- `uifolder` (string, optional): the pathed name of the folder in which this token appears in the UI, using a "/" character as a separator for nested UI folders.

Please see Example 3 in the **Material Examples** section below for an example of how Tokens are used.

**Output** elements are used within a `<nodedef>` to declare an output for node definitions, including the output's name, type, and default value or "defaultinput" connection:

```
<output name="outputname" type="outputtype" [value="value"]/>
```

Attributes for NodeDef Output elements:

- `name` (string, required): the name of the output. For nodes with a single output, the name "out" is preferred.
- `type` (string, required): the MaterialX type of the output.
- `defaultinput` (string, optional): the name of an `<input>` element within the `<nodedef>`, which must be the same type as `type`, that will be passed through unmodified by applications that don't have an implementation for this node.

- `default` (same type as `type`, optional): a constant value which will be output by applications that don't have an implementation for this node, or if a `defaultinput` input is specified but that input is not connected.

The `<output>` elements for `NodeDefs` are similar to those for `NodeGraph` outputs, except that they may define default output values for the node but may not define a connection to another node (except for the `defaultinput` pass-through connection declaration) or any output file-related attributes such as width, height, colorspace or bitdepth.

### **Custom Node Definition: Implementation Elements**

Once the parameter interface of a custom node has been declared through a `<nodedef>`, MaterialX provides two methods for precisely defining its functionality: via an `<implementation>` element that references external source code, or via a `<nodegraph>` element that composes the required functionality from existing nodes. Providing a definition for a custom node is optional in MaterialX, but is recommended for maximum clarity and portability.

**Implementation** elements are used to associate external function source code with a specific `nodedef`.

Implementation elements support the following attributes:

- `name` (string, required): a unique name for this `<implementation>`
- `nodedef` (string, required): the name of the `<nodedef>` for which this `<implementation>` applies
- `implname` (string, optional): an alternative name for this node for the specified target; this allows one to say that for this particular target, the node/shader is called something else but is functionally equivalent to the node described by the `nodedef`. Note that node graphs in MaterialX documents should always use the node names defined in the `nodedefs`, never implementation-specific names.
- `file` (filename, optional): the URI of an external file containing the source code for the entry point of this particular node template. This file may contain source code for other templates of the same custom node, and/or for other custom nodes.
- `sourcecode` (string, optional): a string containing the actual source code for the node.
- `function` (string, optional): the name of a function within the given source code that contains the implementation of this node. If this attribute is not given it is assumed the source code is an inline expression for a shader code generator like ShaderGen. Please refer to appropriate language specifications and developer guides (such as the `ShaderGeneration.md` file in the GitHub documents/DeveloperGuide directory) for valid syntax for using inline code.
- `target` (stringarray, optional): the set of targets to which this implementation is restricted. By default, an implementation is considered applicable to all targets that the referenced `nodedef` applies to. If the referenced `<nodedef>` also specifies a target, then this `target` must be a subset of the `nodedef`'s target list.
- `format` (string, optional): the format used by the given source code, typically "shader" if the source code is a complete shader that can be compiled and executed as is by a target renderer, or "fragment" if the source code is a code fragment that requires processing of a code generator before it can be compiled and executed. Default is "shader".

An `<implementation>` may define a `file` or `sourcecode` attribute, or neither, but not both. If an `<implementation>` element specifies a `target` with no `file` or `sourcecode`, then it is interpreted purely as documentation that a private definition exists for the given target. Because the definition in an

<implementation> may be restricted to specific targets, a <nodedef> that is defined with such restrictions may not be available in all applications; for this reason, a <nodedef> that is defined through an <implementation> is expected to provide a value for `default` and/or `defaultinput` when possible, specifying the expected behavior when no definition for the given node can be found. It should be noted that specifying `target` is intended to help applications differentiate between different versions of nodes and imply compatibility for specific situations, but does not necessarily guarantee compatibility: they are intended to be hints about the particular implementation, and it is up to the host application to determine which <implementation>, if any, is appropriate for any particular use.

Because the names used for node inputs (such as "normal" or "default") may conflict with the reserved words in various shading languages, or may simply be different for specific targets, MaterialX allows <implementation> elements to contain a number of <input> elements to remap the names of <input>s as specified in the <nodedef> to different `implnames` to indicate what the input name is actually called in the implementation's code. Only the inputs that need to be remapped to new `implnames` need to be listed; for each, it is recommended that the `type` of that input be listed for clarity, but if specified, it must match the type specified in the <nodedef>: <implementation>s are not allowed to change the type or any other attribute defined in the <nodedef>. In this example, the <implementation> declares that the "default" input defined in the "ND\_image\_color3" nodedef is actually called "default\_value" in the "mx\_image\_color" function:

```
<implementation name="IM_image_color3_osl" nodedef="ND_image_color3"
  file="mx_image_color.osl" function="mx_image_color" target="oslpattern">
  <input name="default" type="color3" implname="default_value"/>
</implementation>
```

For uniform inputs whose nodedef description includes an enum list of allowable values, individual implementations may associate different target-specific resolved values for them potentially of a different type; these may be described by providing an `enumvalues` attribute on the uniform input within an <implementation> and if appropriate, an `impltype` to declare the target-specific type of these `enumvalues`. Note that if the type of the enum input in the nodedef is an array type, then the `impltype` (if specified) must also be an array type, while `enumvalues` is a list of values of the base (non-array) type. The following <implementation> states that for the "mystudio" target, the `uaddressmode` and `vaddressmode` inputs of the "image" node are actually called "extrapolate\_u" and "extrapolate\_v", are integers rather than strings, and take different values (e.g. "clamp" is 2):

```
<!-- In ND_image_color3, u/vaddressmode have enum="constant,clamp,periodic,mirror"
-->
<implementation name="IM_image_color3_mystudio"
  nodedef="ND_image_color3" target="mystudio">
  <input name="uaddressmode" type="string"
    implname="extrapolate_u" impltype="integer" enumvalues="0, 2, 1, 3"/>
  <input name="vaddressmode" type="string"
    implname="extrapolate_v" impltype="integer" enumvalues="0, 2, 1, 3"/>
</implementation>
```

Example of custom nodes defined with external file implementations:

```
<nodedef name="ND_mariblend_color3" node="mariBlend">
  <input name="in1" type="color3" value="0.0, 0.0, 0.0"/>
  <input name="in2" type="color3" value="1.0, 1.0, 1.0"/>
```

```

    <input name="ColorA" type="color3" value="0.0, 0.0, 0.0"/>
    <input name="ColorB" type="color3" value="0.0, 0.0, 0.0"/>
    <output name="out" type="color3" defaultinput="in1"/>
</nodedef>
<nodedef name="ND_mariblend_float" node="mariBlend">
    <input name="in1" type="float" value="0.0"/>
    <input name="in2" type="float" value="1.0"/>
    <input name="ColorA" type="float" value="0.0"/>
    <input name="ColorB" type="float" value="0.0"/>
    <output name="out" type="float" defaultinput="in1"/>
</nodedef>
<nodedef name="ND_marinoise_color3" node="mariCustomNoise">
    <input name="ColorA" type="color3" value="0.5, 0.5, 0.5"/>
    <input name="Size" type="float" value="1.0"/>
    <output name="out" type="color3" default="0.5,0.5,0.5"/>
</nodedef>
<implementation name="IM_mariblend_color3_glsl" nodedef="ND_mariblend_color3"
    file="lib/mtlx_funcs.glsl" target="glsl"/>
<implementation name="IM_mariblend_float_glsl" nodedef="ND_mariblend_float"
    file="lib/mtlx_funcs.glsl" target="glsl"/>
<implementation name="IM_marinoise_color3_glsl" nodedef="ND_marinoise_color3"
    file="lib/mtlx_funcs.glsl" target="glsl"/>
<implementation name="IM_mariblend_color3_osl" nodedef="ND_mariblend_color3"
    file="lib/mtlx_funcs.osl" target="oslpattern"/>
<implementation name="IM_mariblend_float_osl" nodedef="ND_mariblend_float"
    file="lib/mtlx_funcs.osl" target="oslpattern"/>
<implementation name="IM_marinoise_color3_osl" nodedef="ND_marinoise_color3"
    file="lib/mtlx_funcs.osl" target="oslpattern"/>
<implementation name="IM_marinoise_color3_osl_vray" nodedef="ND_marinoise_color3"
    file="lib/mtlx_vray_funcs.osl" target="vrayosl"/>

```

This example defines two templates for a custom operator node called "mariBlend" (one operating on color3 values, and one operating on floats), and one template for a custom source node called "mariCustomNoise". Implementations of these functions have been defined in both OSL and GLSL. There is also in this example an alternate implementation of the "mariCustomNoise" function specifically for VRay, as if the author had determined that the generic OSL version was not appropriate for that renderer.

Here is an example of a two-output node definition and external implementation declaration.

```

<nodedef name="ND_doublecolor_c3c3" node="doublecolor">
    <input name="in1" type="color3" value="0.0, 0.0, 0.0"/>
    <input name="seed" type="float" value="1.0"/>
    <output name="c1" type="color3" default="1.0, 1.0, 1.0"/>
    <output name="c2" type="color3" defaultinput="in1"/>
</nodedef>
<implementation name="IM_doublecolor_c3c3_osl" nodedef="ND_doublecolor_c3c3"
    file="lib/mtlx_funcs.osl" target="oslpattern"/>

```

### **Custom Node Definition Using Node Graphs**

Alternatively, a custom node's implementation may be described using a Node Graph. A <nodegraph> element wraps a graph of standard or custom nodes, taking the inputs and producing the output(s)

described in the specified `<nodedef>`.

A **<nodegraph>** element consists of at least one node element and at least one `<output>` element contained within a `<nodegraph>` element. A `<nodegraph>` may optionally specify a `nodedef` attribute; for clarity, we will refer to this as a "functional nodegraph", while a `<nodegraph>` that does not specify a `nodedef` attribute is referred to as a "compound nodegraph" and may also optionally specify one or more `<input>` elements:

"Functional" nodegraph:

```
<nodegraph name="graphname" nodedef="nodedefname" [target="target"]>
  ...node element(s)...
  ...output element(s)...
</nodegraph>
```

"Compound" nodegraph:

```
<nodegraph name="graphname">
  [...input element(s)...]
  ...node element(s)...
  ...output element(s)...
</nodegraph>
```

A functional `<nodegraph>` element which specifies a `nodedef` attribute (and optionally a `target` attribute as well) is a functional definition for that `<nodedef>`, with the `<nodedef>` declaring the set of inputs that the nodegraph accepts. In a functional nodegraph, the `<nodegraph>` may not specify any direct child input elements. The type(s) of the `<output>`(s) of the `<nodedef>` and the type(s) of the nodegraph `<output>`(s) must agree, and if there are multiple outputs, then the names of the `<output>`s in the `<nodegraph>` and `<nodedef>` must also agree. The inputs of the `<nodedef>` can be referenced within `<input>` elements of nodes within the nodegraph implementation using `interfacename` attributes in place of `value` or `nodename` attributes, e.g. a `nodedef` input "i2" can be referenced as follows:

```
<input name="in2" type="color3" interfacename="i2"/>
```

Note that a uniform `<input>` of a node within the nodegraph may use `interfacename` to reference a uniform input in the `nodedef`, but it may not reference a non-uniform `nodedef` input.

A compound `<nodegraph>` element, e.g. which does not specify a `nodedef`, may specify one or more child `<input>` elements. In this case, the `<nodegraph>` functions as a collapsible "wrapper" for the contained nodes and provides a set of named input and output connection ports which may be referenced by its contained nodes using `interfacename` attributes; nodes within this `<nodegraph>` adopt the context of that nodegraph. The `<input>`s of a compound nodegraph may also be connected to other nodes outside the `<nodegraph>` at the same scope as the `<nodegraph>` itself using `nodename` attributes. This is in contrast to a `<backdrop>` node whose contained nodes connect directly to nodes outside the backdrop at the same level of context without going through an intermediate named `<input>`. A `<nodegraph>` element of this form may specify the same float `width` and `height` and boolean `minimized` attributes as `<backdrop>` nodes.

It is permissible to define multiple nodegraph- and/or file-based implementations for a custom node for the same combination of input and output types, as long as the specified `version/target/format` combinations are unique, e.g. one implementation for target "oslpattern" and another for "gsl", or one



"osl" target with `format="shader"` and another with `format="fragment"`. It is allowable for there to be both a `<nodegraph>` and an `<implementation>` for the same `nodedef` target/version, with the `<implementation>` generally prevailing in order to allow for optimized native-code node implementations, although ultimately it would be up to the host application to determine which implementation to actually use.

Example of a custom node defined using a `nodegraph`:

```
<nodedef name="ND_blendadd_color4" node="blend_add">
  <input name="fg" type="color4" value="0,0,0,0"/>
  <input name="bg" type="color4" value="0,0,0,0"/>
  <input name="amount" type="float" value="1.0"/>
  <output name="out" type="color4" defaultinput="bg"/>
</nodedef>
<nodegraph name="NG_blendadd_color4" nodedef="ND_blendadd_color4">
  <multiply name="n1" type="color4">
    <input name="in1" type="color4" interfacename="fg"/>
    <input name="in2" type="float" interfacename="amount"/>
  </multiply>
  <add name="n2" type="color4">
    <input name="in1" type="color4" nodename="n1"/>
    <input name="in2" type="color4" interfacename="bg"/>
  </add>
  <output name="out" type="color4" nodename="n2"/>
</nodegraph>
```

The inputs of the `nodegraph` are declared by the `<nodedef>`, and the nodes within the `nodegraph` reference those inputs using `interfacename` attributes. The "fg" and "bg" inputs provide default values which are used if an input is left unconnected when the custom node is used, and the "amount" input defines a default value which will be used if invocations of the node do not explicitly provide a value for "amount".

### **Custom Node Use**

Once defined with a `<nodedef>`, using a custom node within a node graph follows the same syntax as any other standard node: the name of the element is the name of the custom node, and the MaterialX type of the node's output is required; the custom node's child elements define connections of inputs to other node outputs as well as any input values for the custom node.

```
<maricustomnoise name="custnoise1" type="color3">
  <input name="ColorA" type="color3" value="1.0, 1.0, 1.0"/>
  <input name="Size" type="float" value="0.5"/>
</maricustomnoise>
<mariblend name="customblend1" type="color3">
  <input name="in1" type="color3" nodename="custnoise1"/>
  <input name="in2" type="color3" value="0.3, 0.4, 0.66"/>
  <input name="ColorA" type="color3" value="1.0, 1.0, 0.9"/>
  <input name="ColorB" type="color3" value="0.2, 0.4, 0.6"/>
</mariblend>
```

When invoking nodes with multiple outputs, the `type` of the node should be declared as "multioutput",

and other node inputs connecting to an output of the node must include an `output` attribute to specify which output of the node to connect to:

```
<doublecolor name="dc1" type="multioutput">
  <input name="in1" type="color3" nodename="n0"/>
  <input name="seed" type="float" value="0.442367"/>
</doublecolor>
<contrast name="n1" type="color3">
  <input name="in" type="color3" nodename="dc1" output="c1"/>
  <input name="amount" type="float" value="0.14"/>
</contrast>
<add name="n2" type="color3">
  <input name="in1" type="color3" nodename="dc1" output="c2"/>
  <input name="in2" type="color3" nodename="n1"/>
</add>
```

## **Shader Nodes**

Custom nodes that output data types with a "shader" semantic are referred to in MaterialX as "Shader Nodes". Shaders, along with their inputs, are declared using the same `<nodedef>`, `<implementation>` and `<nodegraph>` elements described above:

```
<nodedef name="name" node="shaderfunctionname">
  ...input declarations...
  <output name="out" type="shadertype"/>
</nodedef>
```

The attributes for `<nodedef>` elements as they pertain to the declaration of shaders are:

- `name` (string, required): a user-chosen name for this shader node definition element.
- `node` (string, required): the name of the shader node being defined, which typically matches the name of an associated shader function such as "blinn\_phong", "Disney\_BRDF\_2012", "volumecloud\_vol". Just as for custom nodes, this shading program may be defined precisely through an `<implementation>` or `<nodegraph>`, or left to the application to locate by name using any shader definition method that it chooses.

The child `<output>` element within the `<nodedef>` defines the "data type" of the output for this shader, which must have been defined with a "shader" semantic; see the **Custom Data Types** section above and discussion below for details.

NodeDef elements defining shader nodes do not typically include `default` or `defaultinput` attributes, though they are permitted using the syntax described in the **Custom Data Types** section if the output type of the shader node is not a blind data type.

As mentioned in the **Custom Data Types** section earlier, the standard MaterialX distribution includes the following standard data types for shaders:

```
<typedef name="surfaceshader" semantic="shader" context="surface"/>
<typedef name="volumeshader" semantic="shader" context="volume"/>
<typedef name="displacementshader" semantic="shader" context="displacement"/>
```

```
<typedef name="lightshader" semantic="shader" context="light"/>
```

These types all declare that they have "shader" semantic, but define different contexts in which a rendering target should interpret the output of the shader node. For a shading language based on deferred lighting computations (e.g. OSL), a shader-semantic data type is equivalent to a radiance closure. For a shading language based on in-line lighting computations (e.g. GLSL), a shader-semantic data type is equivalent to the final output values of the shader.

It is allowable for applications to define additional types for shader nodes; in particular, one could define a custom type with explicitly-defined members to represent the output AOVs for a class of shader nodes:

```
<typedef name="studio_aovs" semantic="shader" context="surface">
  <member name="rgba" type="color3"/>
  <member name="diffuse" type="color3"/>
  <member name="specular" type="color3"/>
  <member name="indirect" type="color3"/>
  <member name="opacity" type="float"/>
  <member name="Pndc" type="vector3"/>
</typedef>
```

and then use this type when declaring surface shader nodes:

```
<nodedef name="ND_unifiedsrf_studio" node="unified_srf">
  <input name="diffColor" type="color3" value="0.18,0.18,0.18"/>
  <input name="specColor" type="color3" value="0.05,0.05,0.05"/>
  <input name="specRoughness" type="float" value="0.3"/>
  ...
  <output name="out" type="studio_aovs"/>
</nodedef>
```

Instantiation of shader nodes to give them specific values is done the same way as instantiating any other node type:

```
<unified_srf name="blueplasticsrf">
  <input name="diffColor" type="color3" value="0.04,0.12,0.64"/>
  <input name="specColor" type="color3" value="0.1,0.1,0.1"/>
  <input name="specRoughness" type="float" value="0.16"/>
</unified_srf>
```

Instantiated shader nodes can also inherit from other shader nodes of the same class:

```
<unified_srf name="glossyblueplasticsrf" inherit="blueplasticsrf">
  <input name="specRoughness" type="float" value="0.005"/>
</unified_srf>
```

It should be noted that the primary benefit of declaring and using specific types for shader nodes would be to differentiate which shader node outputs can be connected into other node inputs (e.g. the types match) for applications such as post-shading layering and blending operations. It should also be noted that using non-blind data types for shaders with specific members greatly limits portability of graphs to other systems, so their use should be restricted to situations which require them; MaterialX materials and looks do not require knowledge of the exact contents of shader output, and so use of the standard

"surfaceshader" etc. types should be sufficient in most situations.

Declarations of shader node source implementations are also accomplished using `<implementation>` elements for external source file declarations and `nodedef` attributes within `<nodegraph>` elements for nodegraph-based definitions.

As with non-shader custom nodes, **Input** elements are used within a `<nodedef>` to declare the input ports for a shader node.

An input with a shader-semantic type may be given a value of "" to indicate no shader node is connected to this input; this is typically the default for shader-semantic inputs of operator nodes. It is up to applications to decide what to do with unconnected shader-semantic inputs.

### **Standard Shader-Semantic Operator Nodes**

The Standard MaterialX Library defines the following node variants operating on "shader"-semantic types.

- **add**: add two surface/displacement/volumeshader closures.
  - `in1` (surface/displacement/volumeshader): the name of the first shader-semantic node
  - `in2` (surface/displacement/volumeshader): the name of the first shader-semantic node
- **multiply**: multiply a surface/displacement/volumeshader closure by a float or color3/vector3 value: surface shaders and volumeshaders may be multiplied by a float or color3, while displacement shaders may be multiplied by a float or vector3.
  - `in1` (surface/displacement/volumeshader): the name of the input shader-semantic node
  - `in2` (float or color3 or vector3): the value to multiply the closure by
- **mix**: linear blend between two surface/displacement/volumeshader closures.
  - `bg` (surface/displacement/volumeshader): the name of the background shader-semantic node
  - `fg` (surface/displacement/volumeshader): the name of the foreground shader-semantic node
  - `mix` (float): the blending factor used to mix the two input closures

## **Material Nodes**

Custom nodes that output data types with a "material" semantic are referred to in MaterialX as "Material Nodes". Material nodes typically have one or more "shader" semantic inputs which establish what shaders the material references; previous versions of MaterialX used `<shaderref>` elements to establish these shader-to-material connections. Material Nodes are declared using the same `<nodedef>` elements as described above:

```
<nodedef name="name" node="materialname">
  <input name="shaderinput1" type="shadertype" [target="target"]/>
  ...additional shader or input declarations...
  <output name="out" type="material"/>
</nodedef>
```

The attributes for `<nodedef>` elements as they pertain to the declaration of materials are:

- **name** (string, required): a user-chosen name for this material node definition element.
- **node** (string, required): the name of the material node class being defined.

The standard MaterialX distribution includes a single material type definition used as the output type for all material nodes, a definitions for three standard material nodes:

```
<typedef name="material" semantic="material"/>
<nodedef name="ND_surfacematerial" node="surfacematerial">
  <input name="surfaceshader" type="surfaceshader" value=""/>
  <input name="displacementshader" type="displacementshader" value=""/>
  <output name="out" type="material"/>
</nodedef>
<nodedef name="ND_volumematerial" node="volumematerial">
  <input name="volumeshader" type="volumeshader" value=""/>
  <output name="out" type="material"/>
</nodedef>
<nodedef name="ND_lightmaterial" node="lightmaterial">
  <input name="lightshader" type="lightshader" value=""/>
  <output name="out" type="material"/>
</nodedef>
```

Material nodes supporting multiple shaders of the same type for different rendering targets can be defined:

```
<nodedef name="ND_surfacematerialmulti" node="surfacematerialmulti">
  <input name="surfaceshader" type="surfaceshader" value=""/>
  <input name="displacementshader" type="displacementshader" value=""/>
  <input name="glslsurface" type="surfaceshader" value="" target="glsl"/>
  <input name="rmansurface" type="surfaceshader" value="" target="rman"/>
  <input name="rmandisplacement" type="displacementshader" value="" target="rman"/>
  <output name="out" type="material"/>
</nodedef>
```

Creating materials with specific values bound to shader inputs involves instantiating a Shader Node for each desired shader type and setting values on those shader nodes, and connecting the shader node(s) to the inputs of a Material Node:

```

<standard_surface name="goldsrf" type="surfaceshader">
  <input name="base" type="float" value="1"/>
  <input name="base_color" type="color3" value="0.944, 0.776, 0.373"/>
  <input name="specular" type="float" value="1"/>
  <input name="specular_color" type="color3" value="0.998, 0.981, 0.751"/>
  <input name="specular_roughness" type="float" value="0.02"/>
  <input name="metalness" type="float" value="1"/>
</standard_surface>
<surfacematerial name="Mgold" type="material">
  <input name="surfaceshader" type="surfaceshader" nodename="goldsrf"/>
</surfacematerial>

```

Alternatively, and perhaps more usefully, a complete network of multiple shader nodes of different types or for different targets along with a material node to collect them all can be packaged within a nodegraph, and the various inputs of the shader nodes and any other nodes connected to their inputs can be connected to a single material nodedef interface to provide parameter values for the entire multi-shader network. Because nodedef inputs can be referenced by more than one node, a single unified interface could be created for several shaders for different targets, and the networks for those targets could contain input value conversion nodes as needed to handle differences in parametrization or shading methodologies.

Materials can inherit from other materials, to add or change shaders connected to different inputs; in this example, a displacement shader is added to the above "Mgold" material to create a new "Mgolddsp" material:

```

<noise2d name="noise1" type="float">
  <input name="amplitude" type="float" value="1.0"/>
  <input name="pivot" type="float" value="0.0"/>
</noise2d>
<displacement name="stddsp" type="displacementshader">
  <input name="displacement" type="float" nodename="noise1"/>
  <input name="scale" tpe="float" value="0.1"/>
</displacement>
<surfacematerial name="Mgolddsp" type="material" inherit="Mgold">
  <input name="displacementshader" type="displacementshader" nodename="stddsp"/>
</surfacematerial>

```

Inheritance of material-type custom nodes is also allowed, so that new or changed input values can be applied on top of those specified in the inherited material.

Example: A material to blend between three different surface layers using mask textures. This example also demonstrates the use of the "target" attribute of a shader implementation element to define multiple renderer-specific shaders of the same type referenced within a single material, and the use of tokens to define texture filenames.

```

<?xml version="1.0" encoding="UTF-8"?>
<materialx>
  <!-- Define a basic surface shader node with two implementations; the first
       uses a simple nodegraph wrapper around standard_surface, while the
       second uses an external implementation, is specific to the target
       "rmanris" and uses "implname" to remap the parameter names. The
       surface shader allows mixing of the diffuse color with a texture.
  -->

```

```

<nodedef name="ND_basic_surface_srfshader" node="basic_surface">
  <input name="diff_albedo" type="color3" value="0.18,0.18,0.18"/>
  <token name="diff_map_effect" type="string" value="diffalbedo"/>
  <input name="diff_map_mix" type="float" value="1.0"/>
  <input name="spec_color" type="color3" value="1,1,1"/>
  <input name="roughness" type="float" value="0.3"/>
  <input name="spec_ior" type="float" value="1.5"/>
  <output name="out" type="surfaceshader"/>
</nodedef>

<nodegraph name="NG_basic_surface_srfshader" nodedef="ND_basic_surface_srfshader">
  <image name="i_diff1" type="color3">
    <input name="file" type="filename"
      value="txt/[diff_map_effect]/[diff_map_effect].<UDIM>.tif"/>
  </image>
  <mix name="diffmix" type="color3">
    <input name="bg" type="color3" interfacename="diff_albedo"/>
    <input name="fg" type="color3" nodename="i_diff1"/>
    <input name="mix" type="float" interfacename="diff_map_mix"/>
  </mix>
  <standard_surface name="stdsurf1" type="surfaceshader">
    <input name="base_color" type="color3" nodename="diffmix"/>
    <input name="diffuse_roughness" type="float" interfacename="roughness"/>
    <input name="specular_color" type="color3" interfacename="spec_color"/>
    <input name="specular_roughness" type="float" interfacename="roughness"/>
    <input name="specular_IOR" type="float" interfacename="spec_ior"/>
  </standard_surface>
  <output name="out" type="surfaceshader" nodename="stdsurf1"/>
</nodegraph>
<implementation name="IM_basicsurface_surface_rmanris"
  nodedef="ND_basic_surface_surface" implname="basic_srf"
  target="rmanris" file="basic_srf.C">
  <input name="diff_albedo" type="color3" implname="diffColor"/>
  <token name="diff_map_effect" type="string" implname="diffMap"/>
  <input name="diff_map_mix" type="float" implname="diffMapMix"/>
  <input name="spec_color" type="color3" implname="specColor"/>
  <input name="roughness" type="float" implname="specRoughness"/>
  <input name="spec_ior" type="float" implname="ior"/>
</implementation>

<!-- Define an interface and shading network for a simple blended material
driven by mask image files.
-->
<nodedef name="ND_threelayermtl_material" node="threelayermtl">
  <input name="diffcolor1" type="color3" value="0.18,0.18,0.18"/>
  <token name="diffmap1" type="string" value="diffalbedo1"/>
  <input name="diffmapmix1" type="float" value="1.0"/>
  <input name="speccolor1" type="color3" value="1,1,1"/>
  <input name="roughness1" type="float" value="0.3"/>
  <input name="spec_ior1" type="float" value="1.5"/>
  <input name="diffcolor2" type="color3" value="0.18,0.18,0.18"/>
  <token name="diffmap2" type="string" value="diffalbedo2"/>
  <input name="diffmapmix2" type="float" value="1.0"/>
  <input name="speccolor2" type="color3" value="1,1,1"/>
  <input name="roughness2" type="float" value="0.3"/>
  <input name="spec_ior2" type="float" value="1.5"/>
  <input name="diffcolor3" type="color3" value="0.18,0.18,0.18"/>
  <token name="diffmap3" type="string" value="diffalbedo3"/>
  <input name="diffmapmix3" type="float" value="1.0"/>
  <input name="speccolor3" type="color3" value="1,1,1"/>
  <input name="roughness3" type="float" value="0.3"/>
  <input name="spec_ior3" type="float" value="1.5"/>
  <input name="layer2maskfile" type="filename" uiname="Middle Layer Mask"/>
  <input name="layer3maskfile" type="filename" uiname="Top Layer Mask"/>

```

```

    <output name="out" type="material"/>
</nodedef>

<nodegraph name="NG_threelayermtl_material" nodedef="ND_threelayermtl_material">
  <basic_surface name="bs_layer1" type="surfaceshader">
    <input name="diff_albedo" type="color3" interfacename="diffcolor1"/>
    <token name="diff_map_effect" type="string" interfacename="diffmap1"/>
    <input name="diff_map_mix" type="float" interfacename="diffmapmix1"/>
    <input name="spec_color" type="color3" interfacename="speccolor1"/>
    <input name="roughness" type="float" interfacename="roughness1"/>
    <input name="spec_ior" type="float" interfacename="spec_ior1"/>
  </basic_surface>
  <basic_surface name="bs_layer2" type="surfaceshader">
    <input name="diff_albedo" type="color3" interfacename="diffcolor2"/>
    <token name="diff_map_effect" type="string" interfacename="diffmap2"/>
    <input name="diff_map_mix" type="float" interfacename="diffmapmix2"/>
    <input name="spec_color" type="color3" interfacename="speccolor2"/>
    <input name="roughness" type="float" interfacename="roughness2"/>
    <input name="spec_ior" type="float" interfacename="spec_ior2"/>
  </basic_surface>
  <image name="mask2" type="float">
    <input name="file" type="filename" interfacename="layer2maskfile"/>
  </image>
  <mix name="L2srfmix" type="surfaceshader">
    <input name="bg" type="surfaceshader" nodename="bs_layer1"/>
    <input name="fg" type="surfaceshader" nodename="bs_layer2"/>
    <input name="mix" type="float" nodename="mask2"/>
  </mix>
  <basic_surface name="bs_layer3" type="surfaceshader">
    <input name="diff_albedo" type="color3" interfacename="diffcolor3"/>
    <token name="diff_map_effect" type="string" interfacename="diffmap3"/>
    <input name="diff_map_mix" type="float" interfacename="diffmapmix3"/>
    <input name="spec_color" type="color3" interfacename="speccolor3"/>
    <input name="roughness" type="float" interfacename="roughness3"/>
    <input name="spec_ior" type="float" interfacename="spec_ior3"/>
  </basic_surface>
  <image name="mask3" type="float">
    <input name="file" type="filename" interfacename="layer3maskfile"/>
  </image>
  <mix name="L3srfmix" type="surfaceshader">
    <input name="bg" type="surfaceshader" nodename="L2srfmix"/>
    <input name="fg" type="surfaceshader" nodename="bs_layer3"/>
    <input name="mix" type="float" nodename="mask3"/>
  </mix>
  <surfacematerial name="mtl" type="material">
    <input name="surfaceshader" type="surfaceshader" nodename="L3srfmix"/>
  </surfacematerial>
  <output name="out" type="material" nodename="mtl"/>
</nodegraph>

<!-- Create a material using the above threelayermtl node -->
<threelayermtl name="Mpaintglassrust" type="material">
  <input name="diffcolor1" type="color3" value="0.447, 0.447, 0.447"/>
  <token name="diffmap1" type="string" value="paintcolor"/>
  <input name="diffmapmix1" type="float" value="1.0"/>
  <input name="speccolor1" type="color3" value="0.144, 0.144, 0.144"/>
  <input name="roughness1" type="float" value="0.137"/>
  <input name="spec_ior1" type="float" value="1.46"/>

  <input name="diffcolor2" type="color3" value="0.001, 0.001, 0.001"/>
  <input name="diffmapmix2" type="float" value="0.0"/>
  <input name="speccolor2" type="color3" value="0.25, 0.25, 0.25"/>
  <input name="roughness2" type="float" value="0.002"/>
  <input name="spec_ior2" type="float" value="1.5"/>

```



```



```

## **Material Variants**

A Variant is a container for any number of uniform values for material inputs and interface tokens. One or more mutually-exclusive variants are defined as part of a <variantset>; variants may not be defined outside of a <variantset>.

```

<variantset name="wetvars">
  <variant name="wet1">
    <token name="diffmap" type="string" value="diff_wet1"/>
    <token name="specmap" type="string" value="spec_wet1"/>
    <input name="roughness" type="float" value="0.001"/>
  </variant>
  ...additional <variant> declarations for this variantset...
</variantset>

```

<Input> elements within a <variant> may only define a value, not a connection to a node or <output>.

Example uses for variants include defining a number of allowable colors and texture tokens for different costume variations, and defining values for progressively increasing levels of damage to a model.

Variants and variantsets are not intrinsically associated with any particular material; they merely state a number of values for a number of named inputs/tokens. However, variantsets may state that they are associated with specific shader-semantic nodes and/or <nodedef> declarations by providing stringarray-type node and/or nodedef attributes:

```

<variantset name="damagevars" node="Disney_BRDF_2012,Disney_BRDF_2015">
  ...
<variantset name="costumevars" nodedef="ND_unifiedsrf_studio">
  ...

```

Variants are applied to materials within <look>s; please see the **Look Assignment Elements** section below for information on using variants.

## Geometry Info Elements

Geometry Info ("geominfo") elements are used to define sets of named geometric properties with constant values, and to associate them with specific external geometries.

The most common use for geominfo elements is to define the filenames (or portions of filenames) of texture map images mapped onto the geometry. Typically, there are several types of textures such as color, roughness, bump, opacity, etc. associated with each geometry: each texture name string would be a separate <token> within the <geominfo>. These images could contain texture data for multiple geometries, which would either be listed in the `geom` attribute of the <geominfo> element, or be assembled into a collection and the name of that collection would be specified in the `collection` attribute.

### GeomInfo Definition

A <geominfo> element contains one or more geometry property and/or token definitions, and associates them and their values with all geometries listed in the `geom` or `collection` attribute of the <geominfo>:

```
<geominfo name="name" [geom="geomexpr1,geomexpr2,geomexpr3"] [collection="coll"]>
  ...geometry property and token definitions...
</geominfo>
```

Note that no two <geominfo>s may define values for the same geometry property or token for the same geometry, whether the geometry is specified directly, matched via a geometry name expression, or contained within a specified collection.

Attributes for GeomInfo elements:

- `name` (string, required): the unique name of the GeomInfo element
- `geom` (geomnamearray, optional): the list of geometries and/or geometry name expressions that the GeomInfo is to apply to
- `collection` (string, optional): the name of a geometric collection

Either a `geom` or a `collection` may be specified, but not both.

### GeomProp Elements

GeomProp elements can be used to associate specific uniform values of a specified geometric property with specific geometries; see the **Geometric Properties** section above. This could include application-specific metadata, attributes passed from a lighting package to a renderer, or other geometry-specific data. A geomprop may also specify a `unittype` and `unit` if appropriate to indicate that the geometric property's value is in that unit; see the **Units** section above, although typically the <geompropdef> would define the `unittype` and `unit`, and a geomprop would only provide an overriding `unit` if the unit for its value differed from the geompropdef's defined default unit.

```
<geomprop name="propname" type="proptype" value="value" />
```

GeomProp elements have the following attributes:

- `name` (string, required): the name of the geometric property to define
- `type` (string, required): the data type of the given property
- `value` (any MaterialX type, required): the value to assign to the given property.
- `unittype` (attribute, string, optional): the type of unit for this property, e.g. "distance", which must be defined by a `<unittypedef>`. Default is to not specify a `unittype`.
- `unit` (attribute, string, optional): the specific unit for this property. Default is to not specify a unit.

Only float and vector $N$  geometric properties may specify a `unittype` and a `unit`.

For example, one could specify a unique surface ID value associated with a geometry:

```
<geompropdef name="surfid" type="integer"/>
<geominfo name="g1" geom="/a/g1">
  <geomprop name="surfid" type="integer" value="15"/>
</geominfo>
```

GeomProp values can be accessed from a nodegraph using a `<geompropvalue>` node:

```
<geompropvalue name="srfidvall" type="integer" geomprop="surfid" default="0">
```

### **Token Elements**

Token elements are used within `<geominfo>` elements to define constant string values which are associated with specific geometries. These values can be substituted into filenames within image nodes; see the **Image Filename Substitutions** section above for details:

```
<token name="tokenname" type="tokentype" value="value"/>
```

The "value" can be any MaterialX type, but since tokens are used in image filename substitutions, string and integer values are recommended.

Token elements have the following attributes:

- `name` (string, required): the name of the geometry token to define
- `type` (string, required): the geometry token's type
- `value` (any MaterialX type, optional): the value to assign to that token name for this geometry.

For example, one could specify a texture identifier value associated with a geometry:

```
<geominfo name="g1" geom="/a/g1">
  <token name="txtid" type="string" value="Lengine"/>
</geominfo>
```

and then reference that token's value in an image filename:

```
<image name="c1" type="color3">
  <input name="file" type="filename"
    value="txt/color/asset.color.<txtid>.tif"/>
</image>
```

The <txtid> in the file name would be replaced by whatever value the txtid token had for each geometry.

### **TokenDefault Elements**

TokenDefault elements define the default value for a specified geometry token name; this default value will be used in a filename string substitution if an explicit token value is not defined for the current geometry. Since TokenDefault does not apply to any geometry in particular, it must be used outside of a <geominfo> element.

```
<tokendefault name="diffmap" type="string" value="color1"/>
```

### **Reserved GeomProp Names**

Workflows involving textures with implicitly-computed filenames based on u,v coordinates (such as <UDIM> and <UVTILE>) can be made more efficient by explicitly listing the set of values that they resolve to for any given geometry. The MaterialX specification reserves two geomprop names for this purpose, `udimset` and `uvtileset`, each of which is a stringarray containing a comma-separated list of UDIM or UVTILE values:

```
<geominfo name="gi4" geom="/a/g1,/a/g2">  
  <geomprop name="udimset" type="stringarray" value="1002,1003,1012,1013"/>  
</geominfo>
```

```
<geominfo name="gi5" geom="/a/g4">  
  <geomprop name="uvtileset" type="stringarray" value="u2_v1,u2_v2"/>  
</geominfo>
```

## Look and Property Elements

**Look** elements define the assignments of materials, visibility and other properties to geometries and geometry collections. In MaterialX, a number of geometries are associated with each stated material, visibility type or property in a look, as opposed to defining the particular material or properties for each geometry.

**Property** elements define non-material properties that can be assigned to geometries or collections in Looks. There are a number of standard MaterialX property types that can be applied universally for any rendering target, as well as a mechanism to define target-specific properties for geometries or collections.

A MaterialX document can contain multiple property and/or look elements.

### Property Definition

A **<property>** element defines the name, type and value of a look-specific non-material property of geometry; **<propertyset>** elements are used to group a number of **<property>**s into a single named object. The connection between properties or propertysets and specific geometries or collections is done in a **<look>** element, so that these properties can be reused across different geometries, and enabled in some looks but not others. **<Property>** elements may only be used within **<propertyset>**s; they may not be used independently, although a dedicated **<propertyassign>** element may be used within a **<look>** to declare a property name, type, value and assignment all at once.

```
<propertyset name="set1">
  <property name="twosided" type="boolean" value="true"/>
  <property name="trace_maxdiffusedepth" target="rmanris" type="float" value="3"/>
</propertyset>
```

The following properties are considered standard in MaterialX, and should be respected on all platforms that support these concepts:

Property	Type	Default Value
<b>twosided</b>	boolean	false
<b>matte</b>	boolean	false

where `twosided` means the geometry should be rendered even if the surface normal faces away from camera, and `matte` means the geometry should hold out, or "matte" out anything behind it (including in the alpha channel).

In the example above, the "trace\_maxdiffusedepth" property is target-specific, having been restricted to the context of Renderman RIS by setting its `target` attribute to "rmanris".

## **Look Definition**

A **<look>** element contains one or more material, variant, visibility and/or propertyset assignment declarations:

```
<look name="lookname" [inherit="looktoinheritfrom"]>
  ..materialassign, variantassign, visibilityassign, property/propertysetassign
  declarations...
</look>
```

Looks can inherit the assignments from another look by including an `inherit` attribute. The look can then specify additional assignments that will apply on top of/in place of whatever came from the source look. This is useful for defining a base look and then one or more "variation" looks. It is permissible for an inherited-from look to itself inherit from another look, but a look can inherit from only one parent look.

A number of looks can be grouped together into a **LookGroup**, e.g. to indicate which looks are defined for a particular asset:

```
<lookgroup name="lookgroupname" looks="look1[,look2[,look3...]]"
[default="lookname"]/>
```

where `lookgroupname` is the name of the lookgroup being defined, `look1/look2/etc.` are the names of `<look>` or `<lookgroup>` elements to be contained in the lookgroup (a lookgroup name would resolve to the set of looks recursively contained in that lookgroup), and `default` (if specified) specifies the name of one of the looks defined in `looks` to be the default look to use. A look can be contained in any number of lookgroups.

`<Look>` and `<lookgroup>` elements also support other attributes such as `xpos`, `ypos` and `uicolor` as described in the Standard UI Attributes section above.

## **Assignment Elements**

Various types of assignment elements are used within looks to assign materials, categorized visibility and properties to specific geometries, or variants to materials.

For elements which make assignments to geometries, the pathed names within `geom` attributes or stored within collections do not need to resolve strictly to "leaf" path locations or actual renderable geometry names: assignments can also be made to intermediate "branch" geometry path locations, which will then apply to any geometry at a deeper level in the path hierarchy which does not have another "closer to the leaf" level assignment. E.g. an assignment to `"/a/b/c"` will effectively apply to `"/a/b/c/d"` and `"/a/b/c/foo/bar"` (and anything else whose full path name begins with `"/a/b/c/"`) if no other assignment is made to `"/a/b/c/d"`, `"/a/b/c/foo"`, or `"/a/b/c/foo/bar"`. If a look inherits from another look, the child look can replace assignments made to any specific path location (e.g. a child assignment to `"/a/b/c"` would take precedence over a parent look's assignment to `"/a/b/c"`), but an assignment by the parent look to a more "leaf"-level path location would take precedence over a child look assignment to a higher "branch"-level location.

## **MaterialAssign Elements**

MaterialAssign elements are used within a <look> to connect a specified material to one or more geometries or collections (either a `geom` or a `collection` may be specified, but not both).

```
<materialassign name="maname" material="materialname"
  [geom="geomexpr1[,geomexpr2...]] [collection="collectionname"]
  [exclusive=true|false]>
  ...optional variantassign elements...
</materialassign>
```

Material assignments are generally assumed to be mutually-exclusive, that is, any individual geometry is assigned to only one material. Therefore, assign declarations should be processed in the order they appear in the file, and if any geometry appears in multiple <materialassign>s, the last <materialassign> wins. However, some applications allow multiple materials to be assigned to the same geometry as long as the shader node types don't overlap. If the `exclusive` attribute is set to `false` (default is `true`), then earlier material assigns will still take effect for all shader node types not defined in the materials of later assigns: for each shader node type, the shader within the last assigned material referencing a matching shader node type wins. If a particular application does not support multiple material assignments to the same geometry, the value of `exclusive` is ignored and only the last full material and its shaders are assigned to the geometry, and the parser should issue a warning.

## **VariantAssign Elements**

VariantAssign elements are used within a <materialassign> or a <look> to apply the values defined in one variant of a variantset to one assigned material, or to all applicable materials in a look.

```
<look name="look1">
  <variantassign name="va1" variantset="varset1" variant="var1"/>
  <materialassign name="ma1" material="material1" geom="...">
    <variantassign name="va2" variantset="varset2" variant="var2"/>
  </materialassign>
  <materialassign name="ma2" material="material2" geom="...">
    ...
</look>
```

VariantAssign elements have the following attributes:

- `name` (string, required): the unique name of the VariantAssign element
- `variantset` (string, required): the name of the variantset to apply the variant from
- `variant` (string, required): the name of the variant within `variantset` to use

In the above example, the input/token values defined within variant "var1" will be applied to and all identically-named inputs/tokens found in either "material1" or "material2" unless restricted by a `node` or `nodedef` attribute defined in the <variantset>, while values defined within variant "var2" will only be applied to matching-named bindings in "material1". VariantAssigns are applied in the order specified within a scope, with those within a <materialassign> taking precedence over those which are direct children of the <look>.

## Visibility Elements

Visibility elements are used within a <look> to define various types of generalized visibility between a "viewer" object and other geometries. A "viewer object" is simply a geometry that has the ability to "see" other geometries in some rendering context and thus may need to have the list of geometries that it "sees" in different contexts be specified; the most common examples are light sources and a primary rendering camera.

```
<visibility name="vname" [viewergeom="objectname"]  
  [geom="geomexpr1[,geomexpr2...]] [collection="collectionname"]  
  [vistype="visibilitytype"] [visible="false"]/>
```

Visibility elements have the following attributes:

- **name** (string, required): the unique name of the Visibility element
- **viewergeom** (geomnamearray, optional): the list of viewer geometry objects that the <visibility> assignment affects
- **viewercollection** (string, optional): the name of a collection containing viewer geometry objects that the <visibility> assignment affects
- **geom** (geomnamearray, optional): the list of geometries and/or geometry name expressions that the **viewergeom** object should (or shouldn't) "see"
- **collection** (string, optional): the name of a defined collection of geometries that the **viewergeom** object should (or shouldn't) "see"
- **vistype** (string, optional): the type of visibility being defined; see table below
- **visible** (boolean, optional): if false, the geom/collection objects will be invisible to this particular type of visibility; defaults to "true".

The **viewergeom** attribute (and/or the contents of a collection referred to by the **viewercollection** attribute) typically refers to the name of a light (or list of lights) or other "geometry viewing" object(s). If **viewergeom/viewercollection** are omitted, the visibility applies to all applicable viewers (camera, light, geometry) within the given render context; **viewergeom/viewercollection** are not typically specified for **vistype** "camera". Either **geom** or **collection** must be defined but not both; similarly, one cannot define both a **viewergeom** and a **viewercollection**.

The **vistype** attribute refers to a specific type of visibility. If a particular **vistype** is not assigned within a <look>, then all geometry is visible by default to all **viewergeoms** for that **vistype**; this means that to have only a certain subset of geometries be visible (either overall or to a particular **vistype**), it is necessary to first assign <visibility> with **visible="false"** to all geometry. Additional <visibility> assignments to the same **vistype** within a <look> are applied on top of the current visibility state. The following **vistypes** are predefined by MaterialX; applications are free to define additional **vistypes**:

Vistype	Description
<b>camera</b>	camera or "primary" ray visibility
<b>illumination</b>	geom or collection is illuminated by the <b>viewergeom</b> light(s)
<b>shadow</b>	geom or collection casts shadows from the <b>viewergeom</b> light(s)



<b>secondary</b>	indirect/bounce ray visibility of geom or collection to viewergeom geometry
------------------	---

If `vistype` is not specified, then the visibility assignment applies to *all* visibility types, and in fact will take precedence over any specific `vistype` setting on the same geometry: geometry assigned a `<visibility>` with no `vistype` and `visible="false"` will not be visible to camera, shadows, secondary rays, or any other ray or render type. This mechanism can be used to cleanly hide geometry not needed in certain variations of an asset, e.g. different costume pieces or alternate damage shapes.

If the `<visibility>` `geom` or `collection` refers to light geometry, then assigning `vistype="camera"` determines whether or not the light object itself is visible to the camera/viewer (e.g. "do you see the bulb"), while assigning `visible="false"` with no `vistype` will mute the light so it is neither visible to camera nor emitting any light.

For the "secondary" `vistype`, `viewergeom` should be renderable geometry rather than a light, to declare that certain other geometry is or is not visible to indirect bounce illumination or raytraced reflections in that `viewergeom`. In this example, `"/b"` would not be seen in reflections nor contribute indirect bounce illumination to `"/a"`, while geometry `"/c"` would not be visible to *any* secondary rays:

```
<visibility name="v2" viewergeom="/a" geom="/b" vistype="secondary"
  visible="false"/>
<visibility name="v3" geom="/c" vistype="secondary" visible="false"/>
```

### **PropertyAssign Elements**

PropertyAssign and PropertySetAssign elements are used within a `<look>` to connect a specified property value or propertyset to one or more geometries or collections.

```
<propertyassign name="paname" property="propertyname" type="type" value="value"
  [target="target"]
  [geom="geomexpr1[,geomexpr2...]] [collection="collectionname"]/>
<propertysetassign name="psaname" propertyset="propertysetname"
  [geom="geomexpr1[,geomexpr2...]] [collection="collectionname"]/>
```

Either a `geom` or a `collection` may be specified, but not both. Multiple property/propertyset assignments can be made to the same geometry or collection, as long as no conflicting assignment is made. If there are any conflicting assignments, it is up to the host application to determine how such conflicts are to be resolved, but host applications should apply property assignments in the order they are listed in the look, so it should generally be safe to assume that if two property/propertyset assignments set different values for the same property to the same geometry, the later assignment will win.

### **Look Examples**

This example defines four collections, a light shader and material, and a propertyset, which are then used by two looks:

```
<?xml version="1.0" encoding="UTF-8"?>
```

```

<materialx>
  <!-- assume <nodedef> and <surfacematerial> elements to define Mplastic1,2 and
Mmetal1,2 are placed or included here -->
  <collection name="c_plastic" includegeom="/a/g1,/a/g2,/a/g5"/>
  <collection name="c_metal" includegeom="/a/g3,/a/g4"/>
  <collection name="c_lamphouse" includegeom="/a/lamp1/housing*Mesh"/>
  <collection name="c_setgeom" includegeom="/b"/>
  <nodedef name="ND_disklgt_lgt" node="disk_lgt">
    <input name="emissionmap" type="filename" value=""/>
    <input name="gain" type="float" value="1.0"/>
    <output name="out" type="lightshader"/>
  </nodedef>
  <disk_lgt name="LSheadlight">
    <input name="gain" type="float" value="500.0"/>
  </disk_lgt>
  <lightmaterial name="Mheadlight">
    <input name="lightshader" type="lightshader" nodename="LSheadlight"/>
  </lightmaterial>
  <propertyset name="standard">
    <property name="displacementbound_sphere" target="rmanris" type="float"
      value="0.05"/>
    <property name="trace_maxdiffusedepth" target="rmanris" type="float" value="5"/>
  </propertyset>
  <look name="lookA">
    <materialassign name="ma1" material="Mplastic1" collection="c_plastic"/>
    <materialassign name="ma2" material="Mmetal1" collection="c_metal"/>
    <materialassign name="ma3" material="Mheadlight" geom="/a/b/headlight"/>
    <visibility name="v1" viewergeom="/a/b/headlight" vistype="shadow" geom="/"
visible="false"/>
    <visibility name="v2" viewergeom="/a/b/headlight" vistype="shadow"
collection="c_lamphouse"/>
    <propertysetassign name="psa1" propertysetname="standard" geom="/" />
  </look>
  <look name="lookB">
    <materialassign name="ma4" material="Mplastic2" collection="c_plastic"/>
    <materialassign name="ma5" material="Mmetal2" collection="c_metal"/>
    <propertysetassign name="psa2" propertysetname="standard" geom="/" />
    <!-- make the setgeom invisible to camera but still visible to shadows and
reflections -->
    <visibility name="v3" vistype="camera" collection="c_setgeom" visible="false"/>
  </look>
  <lookgroup name="assetlooks" looks="lookA,lookB" default="lookA"/>
</materialx>

```