

material

The material scenegraph location, in addition to the standard Katana material attributes, KtoA handles the following additional attributes:

- `material.arnoldForceCreate`: int (boolean), when set to anything but zero, ensures that the material is exported / sent to Arnold, even if it is not attached to any other location as a material. This is useful for ensuring that renderer procedurals have materials available for their child objects.
- `material.arnoldForceName`: string, when non-empty will override the name of the shader (or root shader of a shader network) inside Arnold. This is useful for renderer procedurals that need specific materials to be available with predictable names to assign to their child objects.