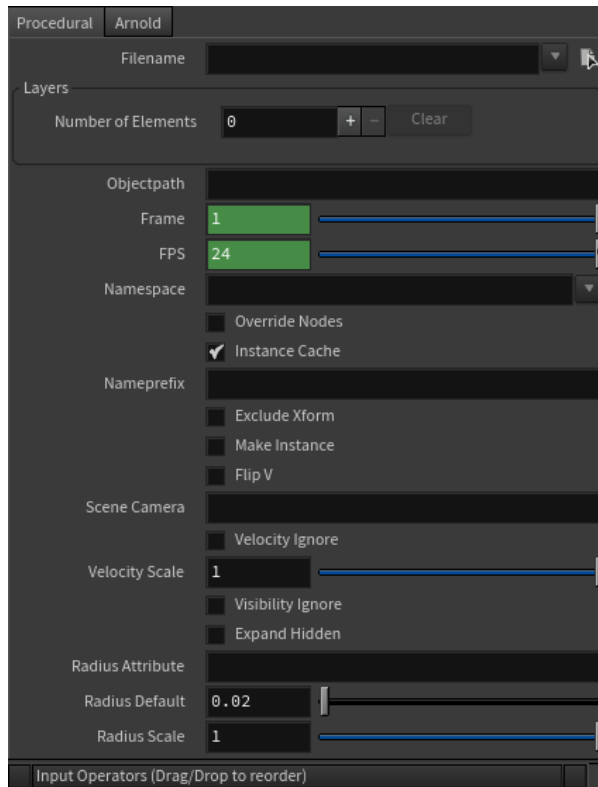


Arnold Alembic



Objectpath

The path to the Alembic file.

Frame

The frame number to expand in the procedural.

FPS

The frame rate in units of frames per second.

Namespace

Create nodes in this namespace if present.

Override Nodes

Nodes inside the procedural can be replaced by other nodes with this parameter. This may be used for example to replace shaders in an existing .ass procedural. When the parameter is enabled, nodes in the immediate parent scope of the procedural will replace identically named nodes inside the procedural.

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Instance Cache

This can be used to disable the internal archive cache that shares *alembic* data between nodes, this helps when using *operators* to override *alembic* contents and `make_instance` is enabled. The parameter is enabled by default.

Nameprefix

Optional prefix to add to all nodes created by the procedural.

Exclude Xform

If set to true, the parent transforms of the selected object (provided as the object path) will not be used.

Make Instance

Use instancing for polymesh nodes that have the same shape. This behavior is disabled by default. If enabled, the procedural will attempt to identify identical primitives (using Alembic's per-array-property hash keys) and create corresponding "ginstance" nodes. Two primitives are considered equivalent if the keys of their relevant point position samples match along with any specified subdivision values. This works across multiple archives or invocations of the procedural.

Flip V

Flip *polymesh* v coordinates.

Scene Camera

Alembic camera name to replace the scene camera.

Velocity Ignore

Don't do velocity motion blur even if velocity attrs exist.

Velocity Scale

Scale the velocities used for velocity motion blur.

Visibility Ignore

Ignore visibility in the *alembic* file and process all shapes as if visible.

Expand Hidden

If set, all shapes are expanded despite their *alembic* visibility.

Radius Attribute

The name of the attribute that is looked up to give radius for points and curves default is blank so uses the *alembic* defaults of widths.

Radius Default

Default radius for curves and points if not specified via an attribute.

Radius Scale

Scale the radius attribute that is resolved.