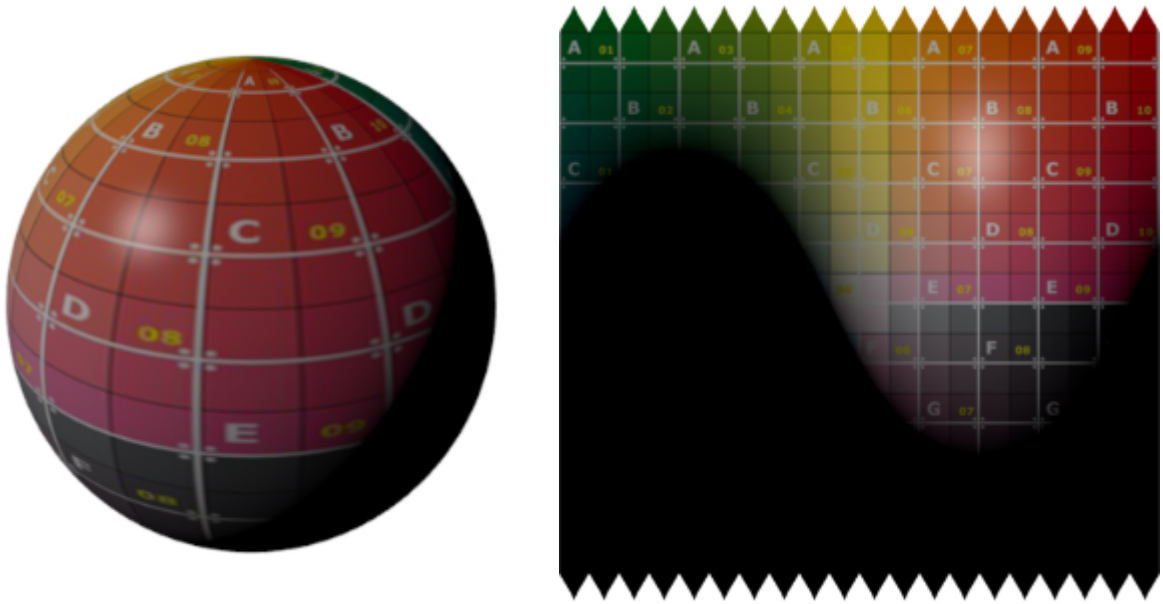
Baking

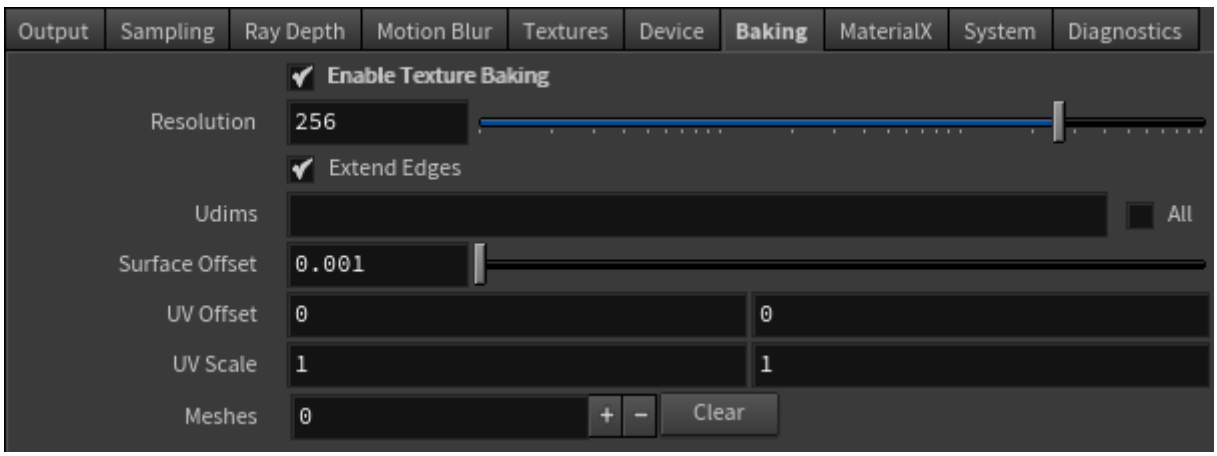


Shading, lighting and texturing of sphere is baked and saved to a texture map

Converts illumination, shadow, shading, and textures to a single file texture that can be used as a texture map.

- Unique UV's are required for the geometry that you wish to render to a texture because Arnold does not allow different sets of UV's. This means, for example, any textures that are tiled will not work as expected.
- Ensure that the normals for your geometry are pointing in the correct direction before texture baking.

- IPR display is disabled (*Render to Disk* only).
- UVs are required on the mesh.
- Polysoup primitive types are not supported.
- Meshes: specify the OBJ level object.



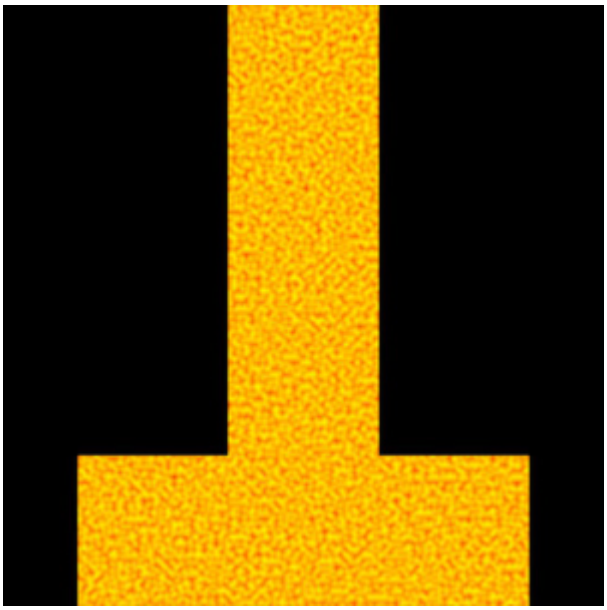
Resolution

The size of the image that is rendered to a texture map.

Extend Edges

This parameter fixes the black borders appearing in UV seams. In post-render, all the empty regions are filled with the nearest non-empty mipmap level. This way, when this image will be looked up at render time, the texture filtering won't darken the result as it extends to UV regions where no triangle exists. This parameter is enabled by default. Only 32-bit linear output is supported. It isn't supported if the driver is in "tiled" mode.

Extend Edges: enabled (default)



Extend Edges: disabled

Udims

Choose which Udims to use. e.g. 0:0 2:0 0:1 1:1 2:1 3:1 0:2 1:2 or 1002 1004 1023 1024

All Udims

Renders all Udims.

Surface Offset

Precision factor that is currently needed to perform the baking. Rays will be sent from an offset along the triangle normal. This value depends on the scale of the scene, and artefacts can appear if it's not set properly.

U Offset.

Offset applied on the U coordinates during the render. This can be used to render UVs out of the [0,1] range.

V Offset

Offset applied on the V coordinates during the render. This can be used to render UVs out of the [0,1] range.

U Scale

Determines how the output image will scale in the U range.

V Scale

Determines how the output image will scale in the V range.

Meshes

Name of the mesh that is meant to be baked. The output image space will be in this mesh UV coordinates.