

trace_set

Class

Shader

Output

Closure

synopsis

It is possible to designate objects to be part of one or many trace sets. The *trace_set* shader marks specific rays with an *inclusive* or *exclusive* trace set. Both geometry and rays can be designated as trace sets:

- A piece of geometry can have none or any number of trace sets.
- A ray can optionally have one *trace_set*, and it can be *exclusive* or *inclusive*.

The way those two interact makes it possible to control visibility for specific rays:

- A ray with no *trace_set* will hit all geometry.
- A ray marked with an *inclusive* trace set will only hit geometry that has that *trace_set*.
- A ray marked with an *exclusive* trace set will only see geometry that does NOT have that *trace_set*.



- An empty trace set name means that the shape belongs to all sets. So to remove objects from, say reflections, one must assign a dummy set name.
- The trace set name must be set *before* the ray is fired. For example, for "direct" reflections, the *trace_set* node must be connected to the "camera" rays in addition to the "reflection" one.

passthrough

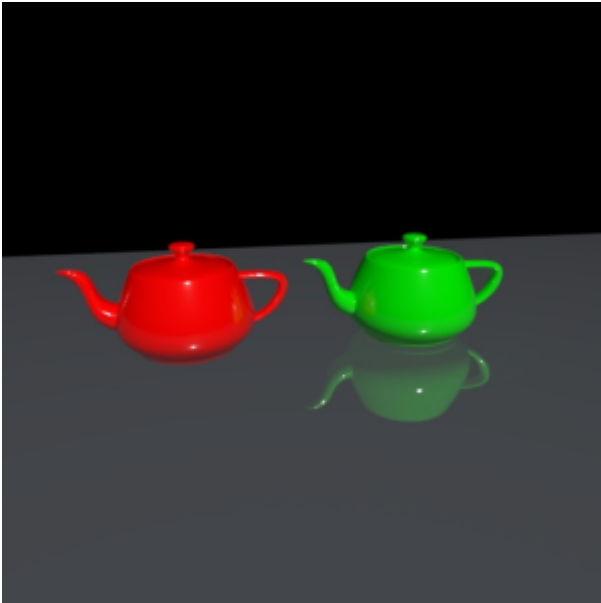
The shader that gets called after setting the label.

trace_set

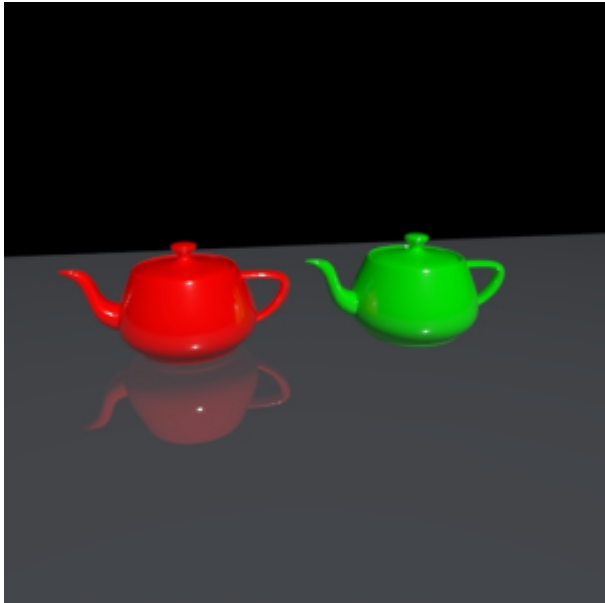
The string label defining the set of objects to be traced or avoided. Objects are labeled using the Arnold Parameters Tag property.

inclusive

If on, the tracing works in inclusive mode, else in exclusive, as described above.



enabled (trace_set: green)



disabled (trace_set: green)

trace_set assigned to plane