#Material code breakdown that I saved as separate rib file into the materials folder under the archives folder.

#Coral

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

# txmake -mode periodic ../tiffs/coral.tif ../textures/coral.tex

Pattern "PxrTexture" "PxrTexture1"

 "string filename" ["coral.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "int filter" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "color missingColor" [1. 0. 1.]

 "float missingAlpha" [1.0]

 "int linearize" [1]

 # Example manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrTexture1:resultRGB"

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrTexture1:resultRGB"]

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#Sand

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

# txmake -mode periodic ../tiffs/sand.tif ../textures/sand.tex

Pattern "PxrTexture" "PxrTexture1"

 "string filename" ["sand.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "int filter" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "color missingColor" [1. 0. 1.]

 "float missingAlpha" [1.0]

 "int linearize" [1]

 # Example manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrTexture1:resultRGB"

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrTexture1:resultRGB"]

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#Coral\_Top

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

Pattern "PxrMix" "PxrMix1"

 "color color1" [1 0.961 0.833]

 "color color2" [0.591 0.658 0.597]

 "reference float mix" ["PxrManifold2D1:resultS"]

 # "PxrMix1:resultRGB" uses->|color|vector|normal|point|

 # "PxrMix1:resultR" uses->|float|

 # "PxrMix1:resultG" uses->|float|

 # "PxrMix1:resultB" uses->|float|

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrMix1:resultRGB"]

 "int diffuseDoubleSided" [1]

 "color specularFaceColor" [0.665 0.738 0.672]

 "float specularRoughness" [0.8]

 "int specularDoubleSided" [1]

 "float presence" [1]

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#Teapot Base Color

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [0.7]

 "color diffuseColor" [0.962 1 0.984]

 "int diffuseDoubleSided" [1]

 "color specularFaceColor" [0.793 0.890 0.815]

 "float specularRoughness" [0.8]

 "int specularDoubleSided" [0]

 "float presence" [1]

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#Ceramic

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [1]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

Pattern "PxrMix" "PxrMix1"

 "color color1" [0.617 0.687 0.610]

 "color color2" [0.526 0.738 0.624]

 "reference float mix" ["PxrManifold2D1:resultS"]

 # "PxrMix1:resultRGB" uses->|color|vector|normal|point|

 # "PxrMix1:resultR" uses->|float|

 # "PxrMix1:resultG" uses->|float|

 # "PxrMix1:resultB" uses->|float|

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrMix1:resultRGB"]

 "int diffuseDoubleSided" [1]

 "color specularFaceColor" [0.665 0.738 0.672]

 "float specularRoughness" [0.8]

 "int specularDoubleSided" [1]

 "float presence" [1]

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#Mermaid Plate

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

# txmake -mode periodic ../tiffs/mermaidplate.tif ../textures/mermaidplate.tex

Pattern "PxrTexture" "PxrTexture1"

 "string filename" ["mermaidplate.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "int filter" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "color missingColor" [1. 0. 1.]

 "float missingAlpha" [1.0]

 "int linearize" [1]

 # Example manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrTexture1:resultRGB"

Pattern "PxrManifold2D" "PxrManifold2D2"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertS" [0]

 "int invertT" [1]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D2:result"

Pattern "PxrBump" "PxrBump1"

 "float scale" [0.5]

 "int disable" [0]

 "float inputBump" [0.0]

 "string filename" ["mermaidplatenormal.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "normal inputN" [1. 0. 0.]

 "int reverse" [0]

 "float adjustAmount" [0.0]

 "float surfaceNormalMix" [0.0]

 # Examples manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrBump1:resultN" uses->|normal|

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrTexture1:resultRGB"]

 "int diffuseDoubleSided" [1]

 "color specularFaceColor" [0.2 0.2 0.2]

 "float specularRoughness" [0.5]

 "int specularDoubleSided" [0]

 "float presence" [1]

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#Plate Base

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [0.7]

 "color diffuseColor" [0.577 0.552 0.533]

 "int diffuseDoubleSided" [1]

 "color specularFaceColor" [0 0 0]

 "float specularRoughness" [0.8]

 "int specularDoubleSided" [0]

 "float presence" [1]

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#Plate Rim

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [0.7]

 "color diffuseColor" [0.378 0.179 0.034]

 "int diffuseDoubleSided" [1]

 "color specularFaceColor" [0.895 0.693 0.545]

 "float specularRoughness" [0.6]

 "int specularDoubleSided" [1]

 "float presence" [1]

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#Cup Base

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

# txmake -mode periodic ../tiffs/coral.tif ../textures/coral.tex

Pattern "PxrTexture" "PxrTexture1"

 "string filename" ["coral.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "int filter" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "color missingColor" [1. 0. 1.]

 "float missingAlpha" [1.0]

 "int linearize" [1]

 # Example manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrTexture1:resultRGB"

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrTexture1:resultRGB"]

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#Cloth

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

# txmake -mode periodic ../tiffs/clothnormal.tif ../textures/clothnormal.tex

Pattern "PxrTexture" "PxrTexture1"

 "string filename" ["cloth.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "int filter" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "color missingColor" [1. 0. 1.]

 "float missingAlpha" [1.0]

 "int linearize" [1]

 # Example manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrTexture1:resultRGB"

Pattern "PxrManifold2D" "PxrManifold2D2"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertS" [0]

 "int invertT" [1]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D2:result"

Pattern "PxrBump" "PxrBump1"

 "float scale" [1.0]

 "int disable" [0]

 "float inputBump" [0.0]

 "string filename" ["clothnormal.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "normal inputN" [1. 0. 0.]

 "int reverse" [0]

 "float adjustAmount" [0.0]

 "float surfaceNormalMix" [0.0]

 # Examples manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrBump1:resultN" uses->|normal|

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrTexture1:resultRGB"]

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#Wood

Pattern "PxrManifold2D" "PxrManifold2D1"

 "float angle" [0]

 "float scaleS" [1]

 "float scaleT" [1]

 "float offsetS" [0]

 "float offsetT" [0]

 "int invertT" [0]

 "string primvarS" [""]

 "string primvarT" [""]

 # "PxrManifold2D1:result"

# txmake -mode periodic ../tiffs/woodtable.tif ../textures/woodtable.tex

Pattern "PxrTexture" "PxrTexture1"

 "string filename" ["woodtable.tex"]

 "int firstChannel" [0]

 "int atlasStyle" [0]

 "int invertT" [1]

 "int filter" [1]

 "float blur" [0.0]

 "int lerp" [1]

 "color missingColor" [1. 0. 1.]

 "float missingAlpha" [1.0]

 "int linearize" [1]

 # Example manifold connection

 "reference struct manifold" ["PxrManifold2D1:result"]

 # "PxrTexture1:resultRGB"

Bxdf "PxrSurface" "PxrSurface1"

 "float diffuseGain" [1.0]

 "reference color diffuseColor" ["PxrTexture1:resultRGB"]