#For the scene I used a dome light and an HDRI image I got from HDRI Haven

#================================================LightInfo==================================

AttributeBegin

Attribute "visibility" "int indirect" [0] "int transmission" [0]

Attribute "visibility" "int camera" [0]

Rotate -90 1 0 0

# txmake -envlatl ../tiffs/beach.hdr ../textures/beach.tex

Light "PxrDomeLight" "PxrDomeLight2"

"float intensity" [0.3]

"float exposure" [0.3]

"color lightColor" [1 1 1]

"string lightColorMap" ["../textures/beach.tex"]

AttributeEnd

#===============================================================================================