#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

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