Fixing Empty IPR Render!!



Select and Right click your asset and drop down to Assign New Material.

Open up your Hypershade window by either clicking this symbol or going to *Windows> Rendering Editors> Hypershade*. Once you are in the Hypershade window, go to *Edit> Delete Unused Nodes*. This should delete all the problematic PxrSurfaces you once had.



Now you should be able to reassign a new Pxrsurface and continue assigning the textures in the node view. If this does not work, Do not worry! There is another way!

Export the Asset!

In the outliner or viewport select your asset. Go to File> Export Selection.



Rename the old file *e073_BT_old* or *e073_1152020* (<--that's the date altered) and drag the old file into an old folder for safe keeping. Then Rename your new file and make sure the **Files of Type** is Maya Ascii. *Note make sure to rename your new file to the right asset number in this case e073_BT.

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Open the new file you have created. Reselect your asset in the outliner or viewport. *Right click* the asset and drop down to *Assign New Material*.



Open up your Hypershade window by either clicking this symbol or going to **Windows> Rendering Editors> Hypershade**. Once you are in the Hypershade window, go to **Edit> Delete Unused Nodes**. This should delete all the problematic PxrSurfaces you once had.



Now you can reassign a new PxrSurface as you normally would in the Hypershade window and reattach your PxrTextures!

Hope this helps! - Char