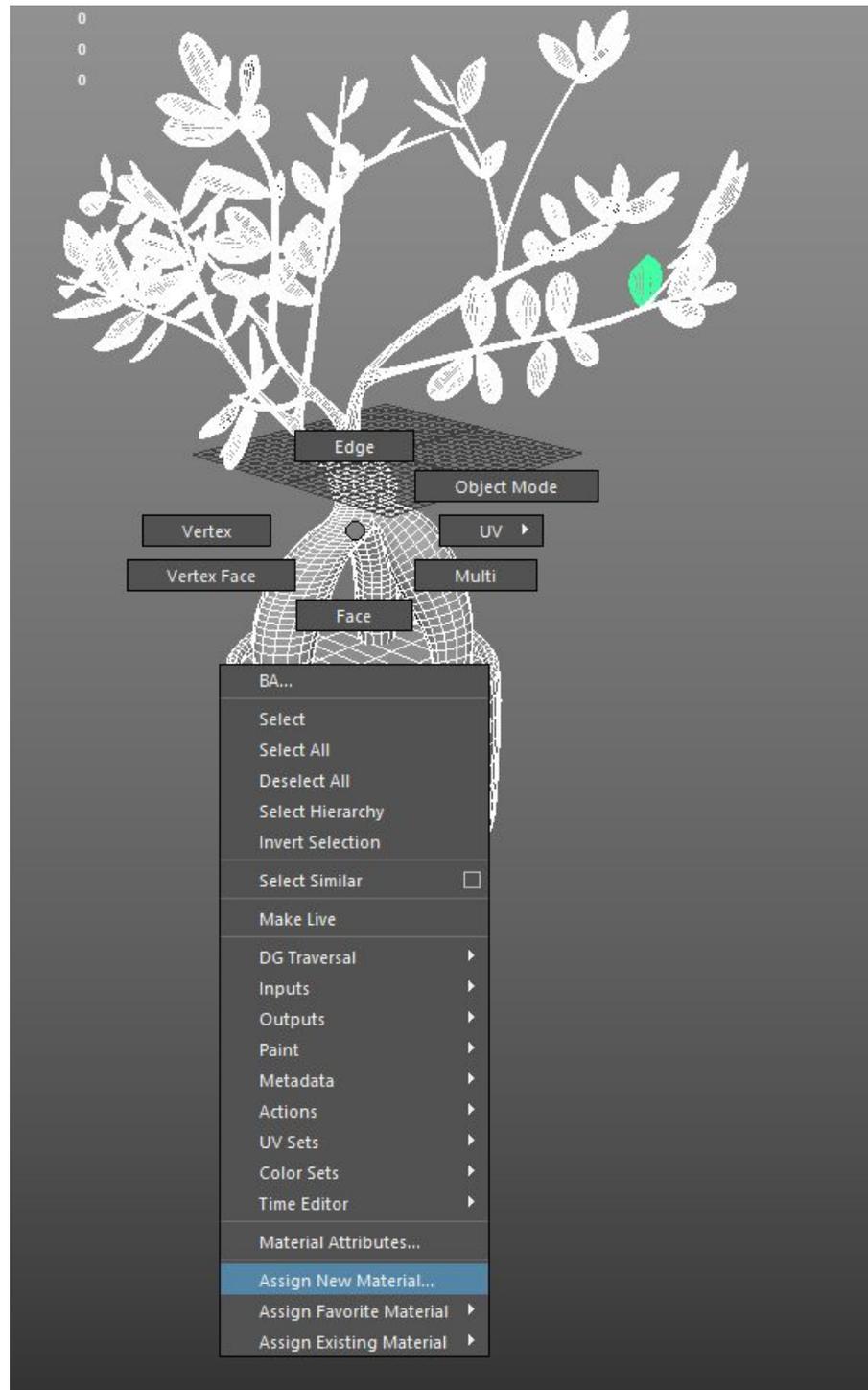
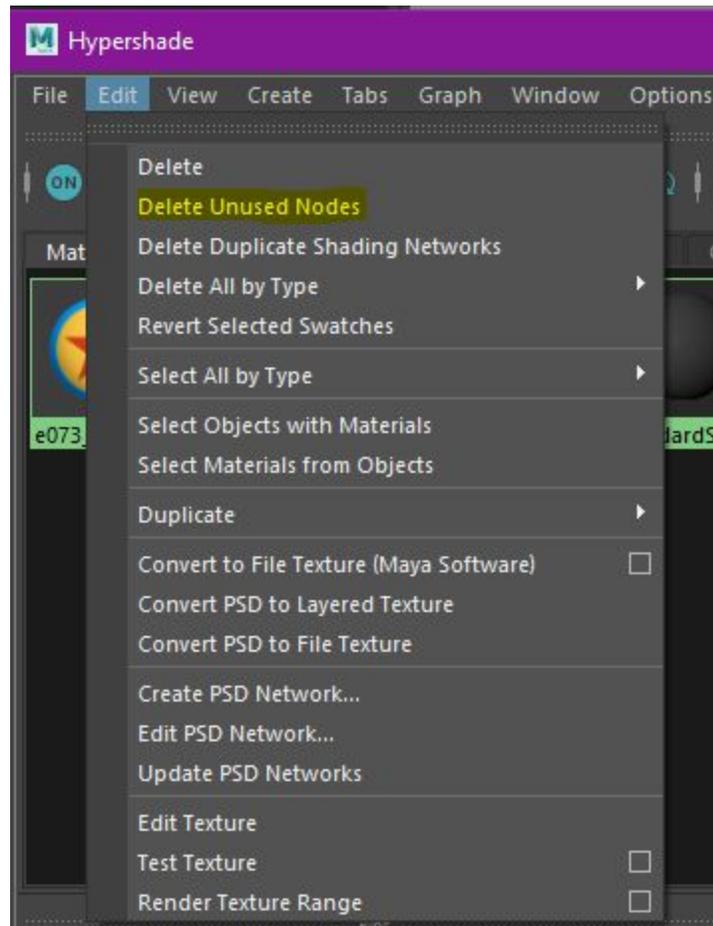


## Fixing Empty IPR Render!!

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



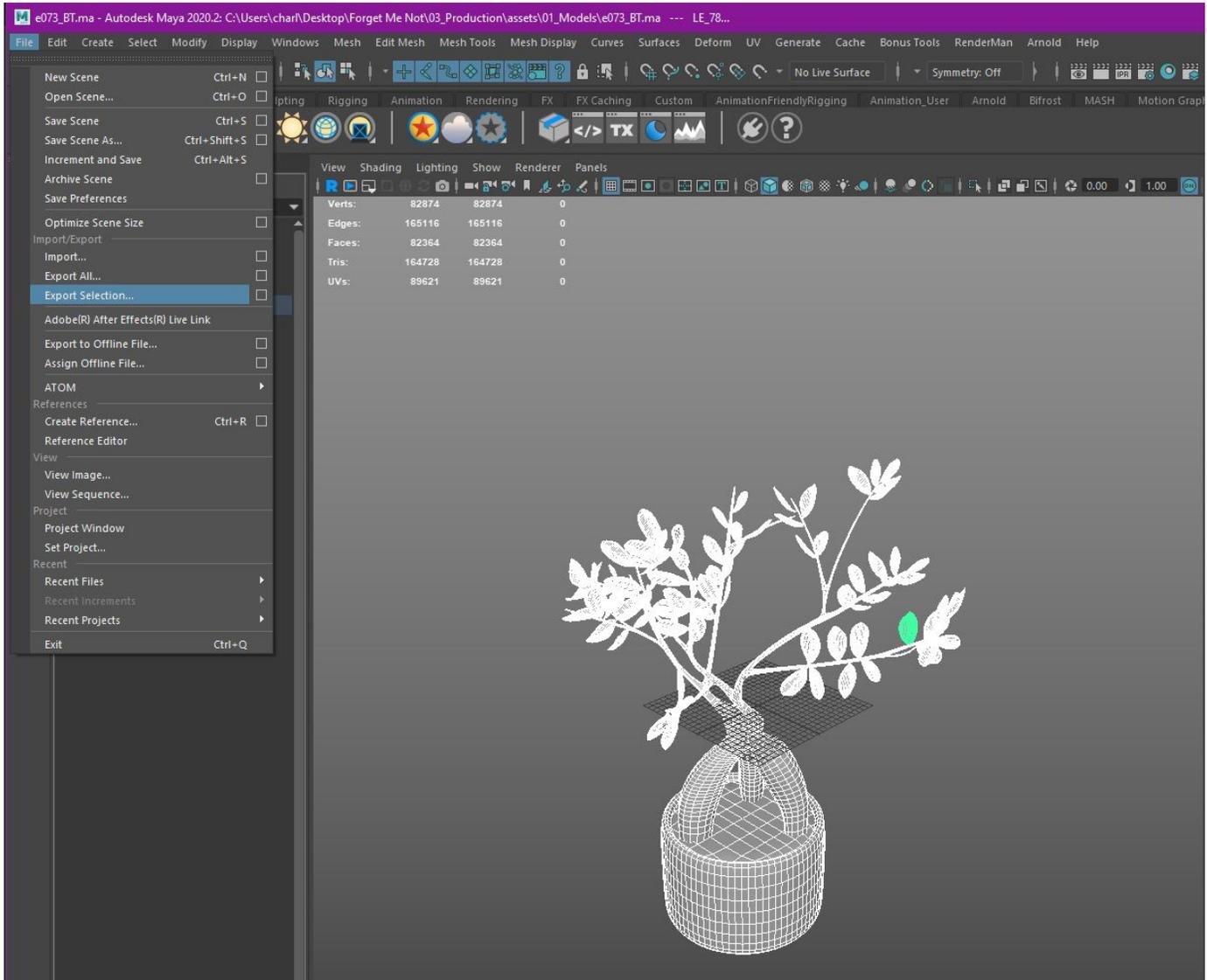
Open up your Hypershade window by either clicking this symbol  or going to **Windows > Rendering Editors > Hypershade**. Once you are in the Hypershade window, go to **Edit > Delete Unused Nodes**. This should delete all the problematic PxrSurfaces you once had.



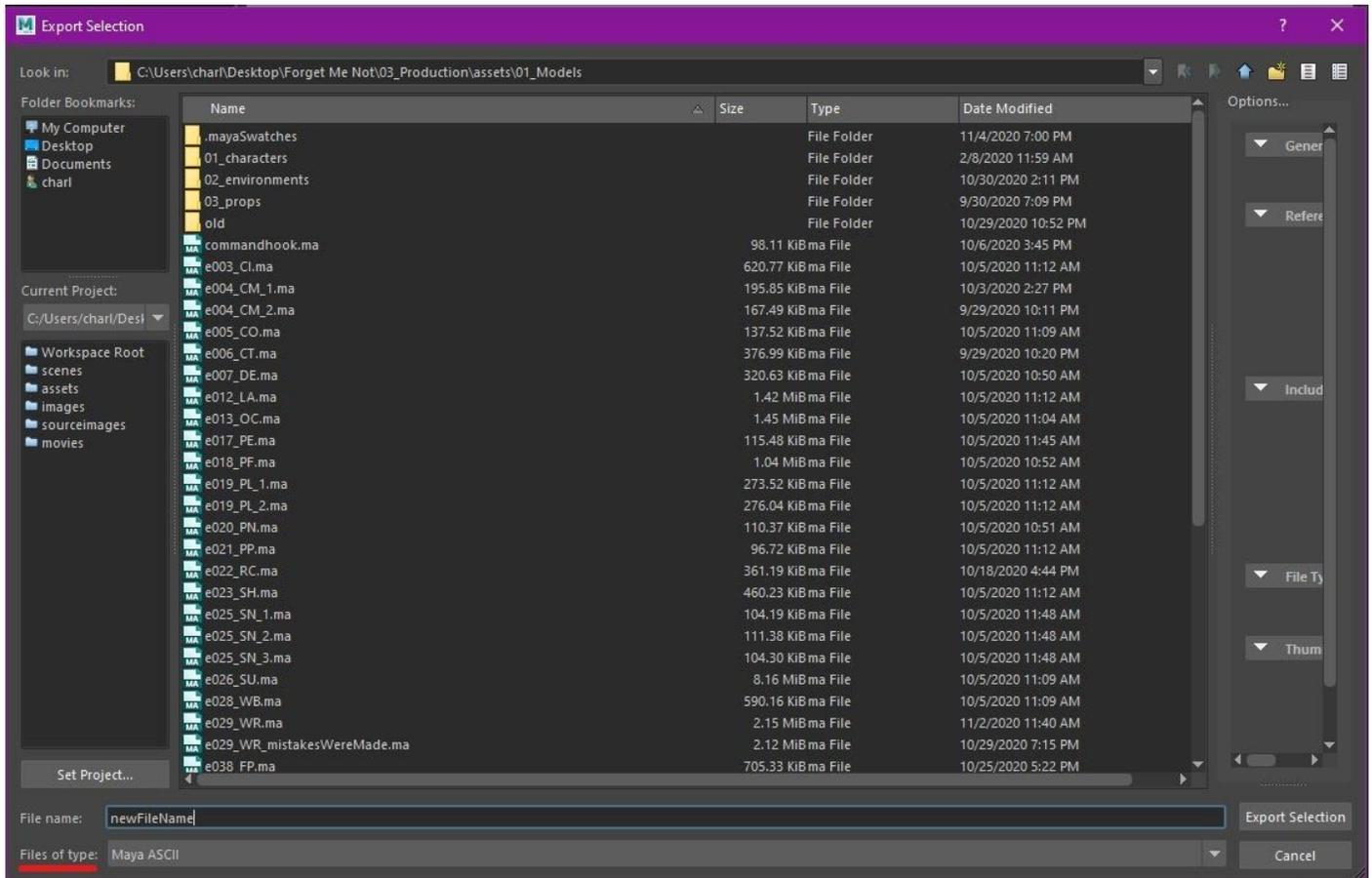
Now you should be able to reassign a new PxrSurface and continue assigning the textures in the node view. If this does not work, Do not worry! There is another way!

## Export the Asset!

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



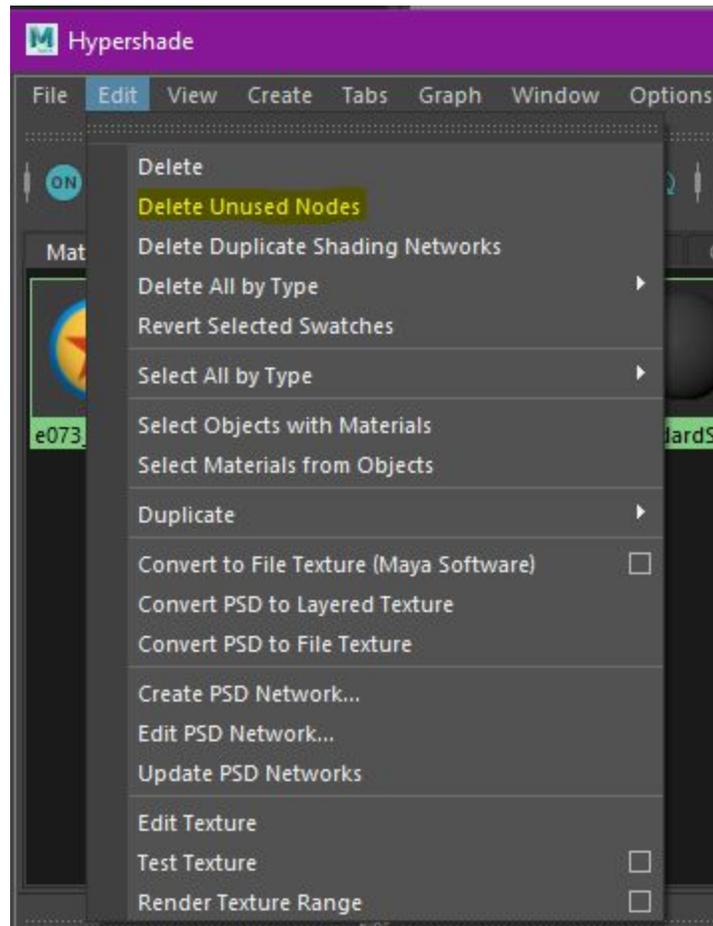
Rename the old file `e073_BT_old` or `e073_1152020` (<--that's the date altered) and drag the old file into an old folder for safe keeping. Then Rename your new file and make sure the **Files of Type** is **Maya ASCII**. \*Note make sure to rename your new file to the right asset number in this case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



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