

# PxrBumpManifold2D

Encapsulates 2D parameterization for pattern generators. Allows transformations and selection of arbitrary variables bound to primitives as well as handling of derivatives. Uses a simple struct to represent bundled dataflow of outputs.

## Input Parameters

### Angle

Rotation angle around origin.

### Scale S

Frequency of a feature in the S direction.

### Scale T

Frequency of a feature in the T direction.

### Offset S

Offset from the origin in the S direction.

### Offset T

Offset from the origin in the T direction.

### Invert T

Flip the manifold in the T direction.

### PrimVar S/ST

Name of custom 1D S or 2D ST primvar.

### PrimVar T

Name of custom 1D T primvar.

## Output Parameters

### result

The 2D manifold.

### resultS

A float representation of the S component of the manifold.

### resultT

A float representation of the T component of the manifold.