

PxrWireframe

This pattern is meant to draw geometry wireframes as a pattern assignment. It can be mixed with materials or used in a constant shader as a flat texture.

Input Parameters

Wireframe Color

The color of the drawn wires

Background Color

The color of the surface beneath the wireframe

Wireframe Opacity

The opacity or visibility of the drawn lines

Wireframe Width

The width or thickness of the drawn wires

Output Parameters

resultRGB

The color-component (RGB) value produced by the pattern.