PxrPrimvar

Allows GPrim primitive variables (primvars) to be delivered through pattern graphs.

**Input Parameters**

**Variable Name**
The name of the primitive variable.

**Variable Type**
The type of the primitive variable:

- float
- float2
- color
- point
- vector
- normal

**Coordinate System**
By default, the shader uses "current" for coordinate system. Possible coordinate systems include "world", "object", or a user defined coordinate system.

**Output Parameters**

**result**
The result as a color.