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.