

# PxrMix

Mixes two colors together according to the specified mix percentage. The mixed color result is calculated as:  $((1.0 - \text{mix}) * \text{color1}) + (\text{mix} * \text{color2})$ .

## Input Parameters

### Color 1

The first color that is mixed with the second color.

### Color 2

The second color that is mixed with the first color.

### Mix

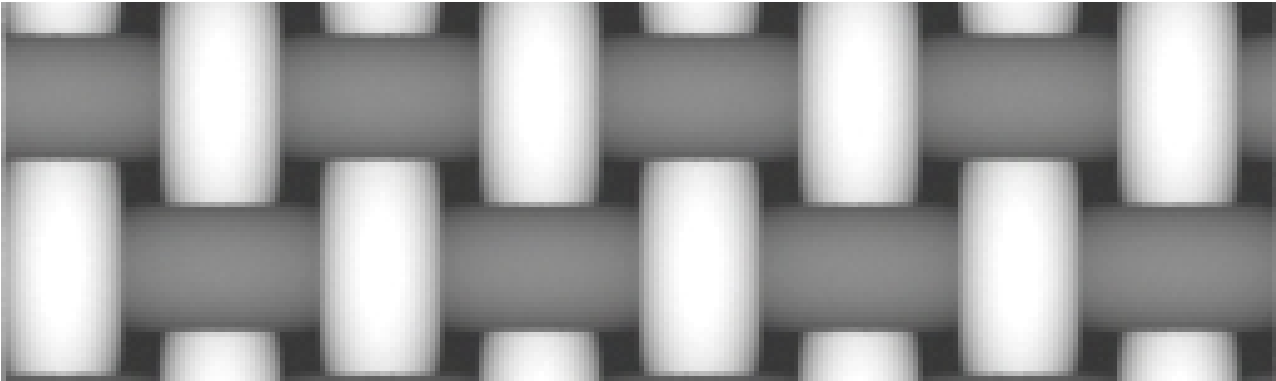
The first color that is mixed with the second color.



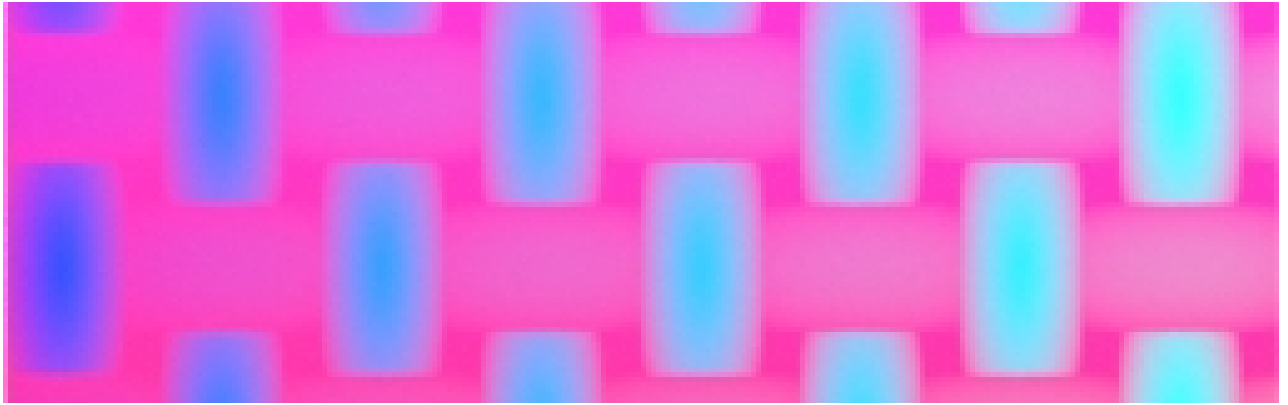
color1



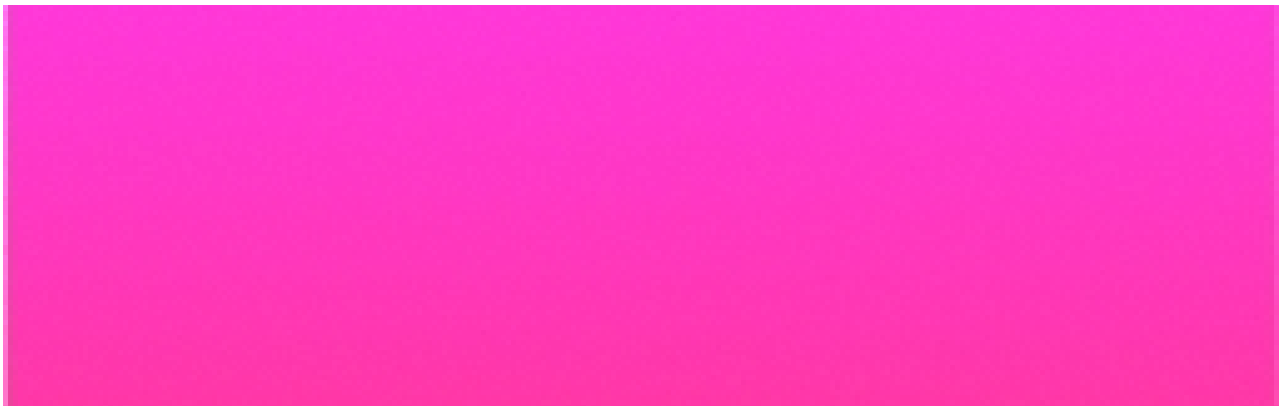
color2



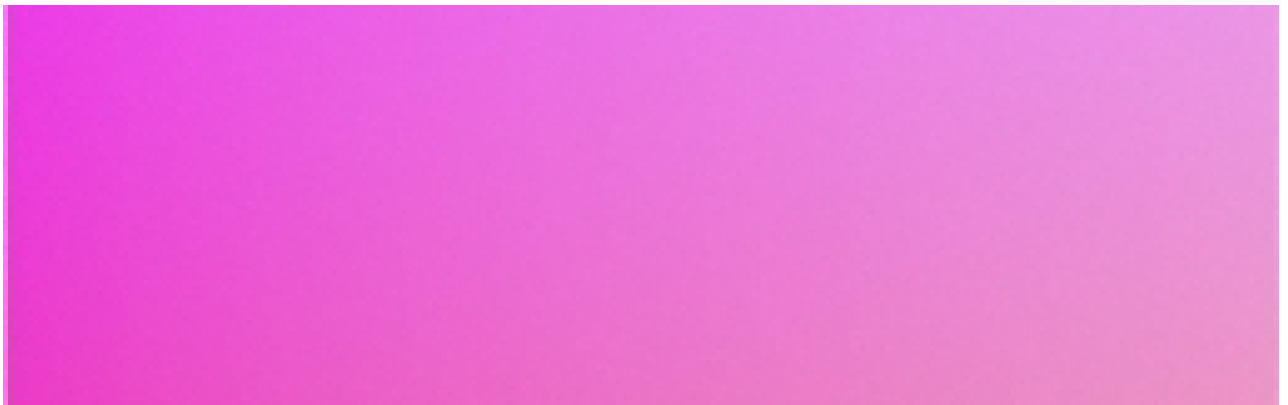
mix



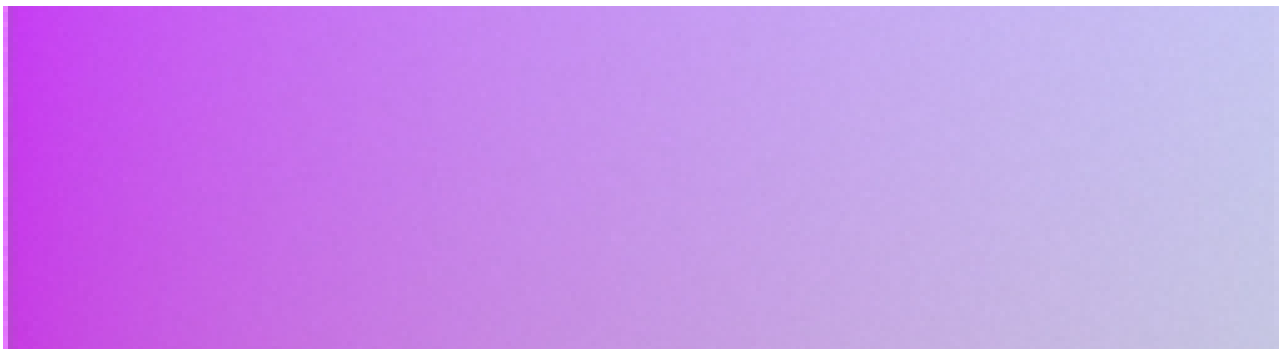
result



mix = 0.0

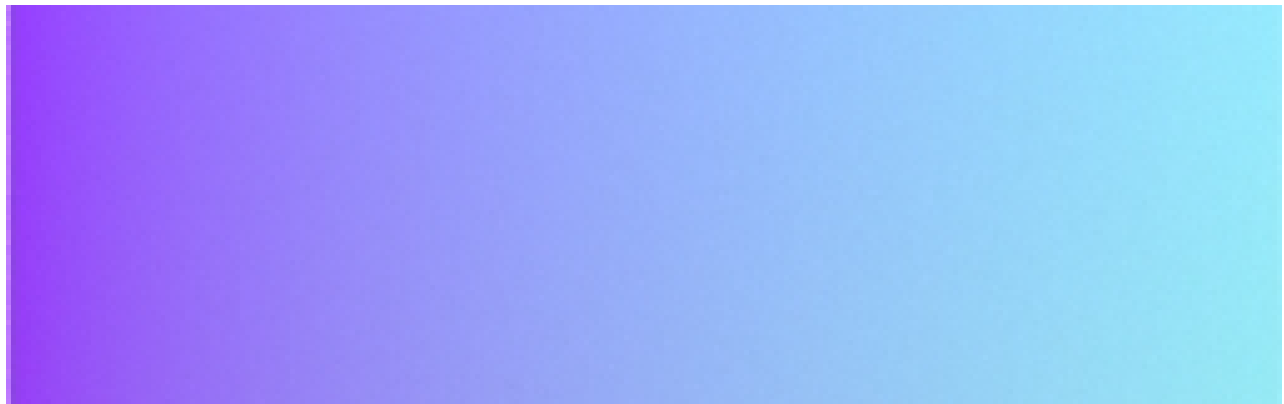


mix = 0.25





mix = 0.5



mix = 0.75



mix = 1.0

### **Clamp Mix**

Keep the mix value between 0 and 1 to make sure you only get either color1 or color2 when outside of that range.

### **Output Parameters**

#### **resultRGB**

The clamped color result.

#### **resultR**

The R channel from the resultRGB output.

#### **resultG**

The G channel from the resultRGB output.

#### **resultB**

The B channel from the resultRGB output.