PxrVariable

Allows GPrim primitive variables (primvars) to be delivered through pattern graphs. This can be used in place of PxrPrimvar

Input Parameters

Variable Name

The name of the primitive variable. If none are selected, you should complete the field for "PrimVar" in the UI to specify your own selection.

Options may include:

- Shading position (`P`)
- Undisplaced position (`Po`)
- Shading normal (`Nn`)
- Geometric normal (`Ngn`)
- Undisplaced normal (`Non`)
- Shading tangent (`Tn`)
- Normalized view vector (`Vn`)
- Length of view vector (`VLen`)
- Surface mean curvature (`curvature`)
- Surface curvature in U direction (`curvature_u`)
- Surface curvature in V direction (`curvature_v`)
- Ray Spread (`incidentRaySpread`)
- Ray Radius (`incidentRayRadius`)
- Micropolygon radius (`PRadius`)
- Micropolygon size (`mpSize`)
- Reflection Bias (`biasR`)
- Transmission (`biasT`)
- Surface U (`u`)
- Surface V (`v`)
- Surface W (`w`)
- Surface UV (`uv`)
- Surface UVW (`uvw`)
- Ray footprint U (`du`)
- Ray footprint V (`dv`)
- Ray footprint W (`dw`)
- Ray footprint UV (`duv`)
- Ray footprint UVW (`duvw`)
- Surface derivative U (`dPdu`)
- Surface derivative V (`dPdv`)
- Surface derivative W (`dPdw`)
- Velocity (`dPdtime`)
- Time (`time`)
- Outside IOR (`outsideIOR`)
- Opacity (`Oi`)
- Forward Motion (`motionFore`)
- Backward Motion (`motionBack`)

Variable Type

The type of the primitive variable, this must match the type you've chosen as the Variable:

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

Coordinate System

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

Output Parameters

result RGB

The result as a color.

result F

The result as a float.

result F3

The result as three floats.