

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.

Mixer

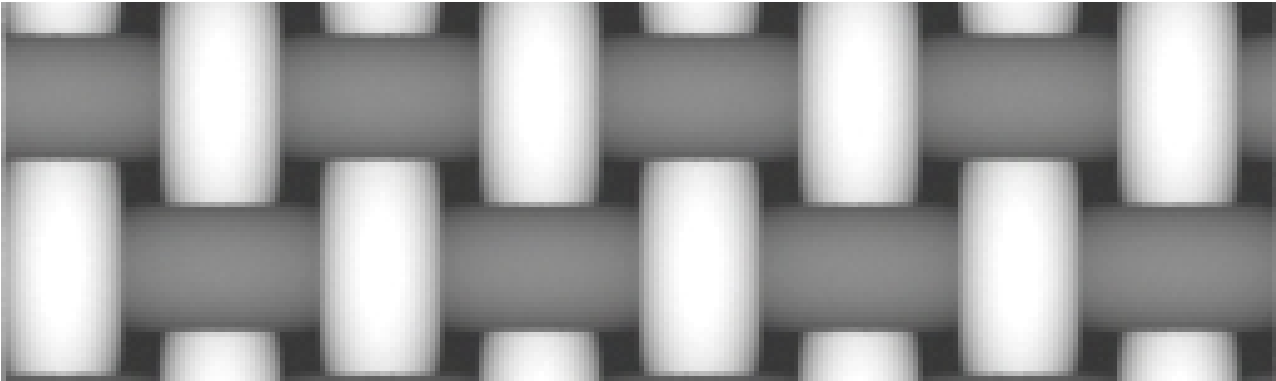
The first color that is mixed with the second color.



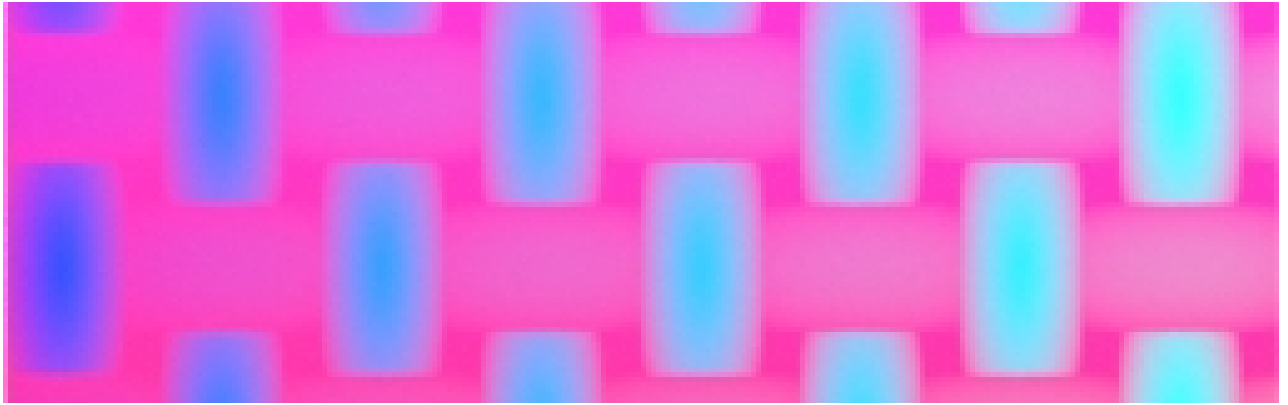
color1



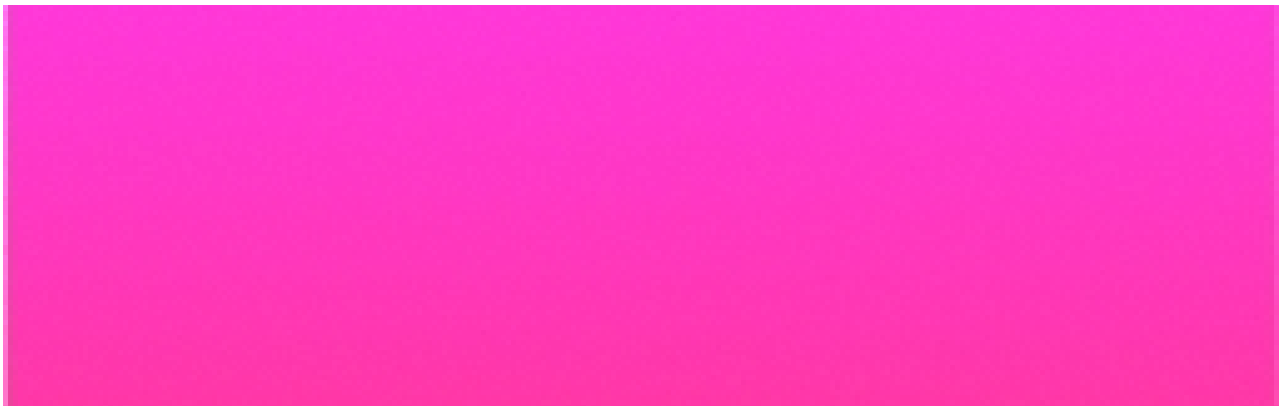
color2



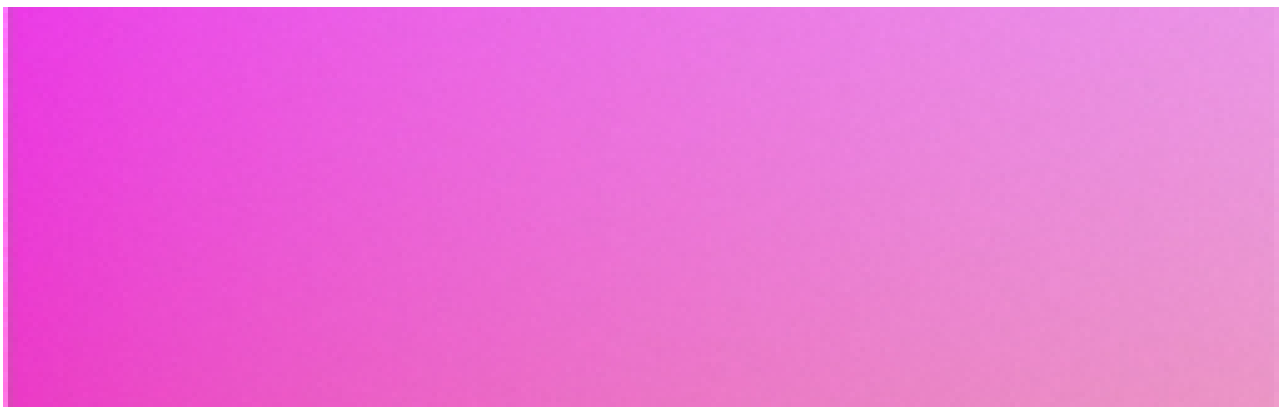
mix



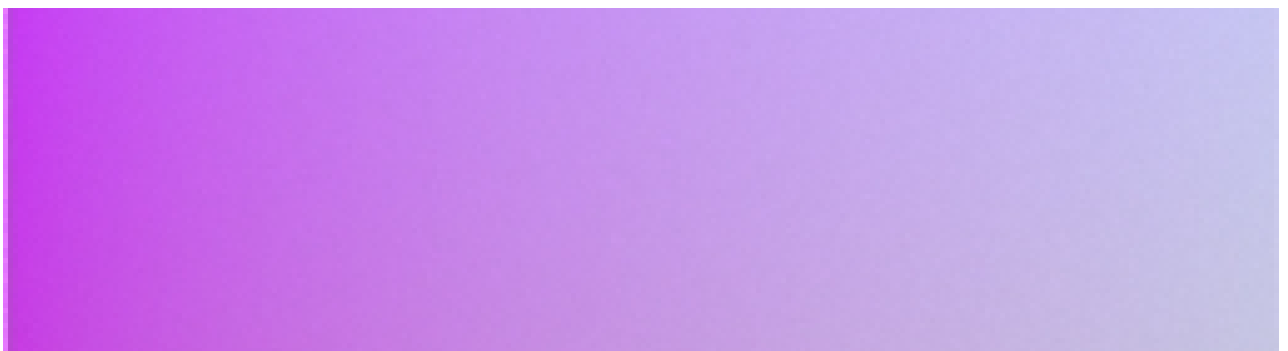
result



mix = 0.0

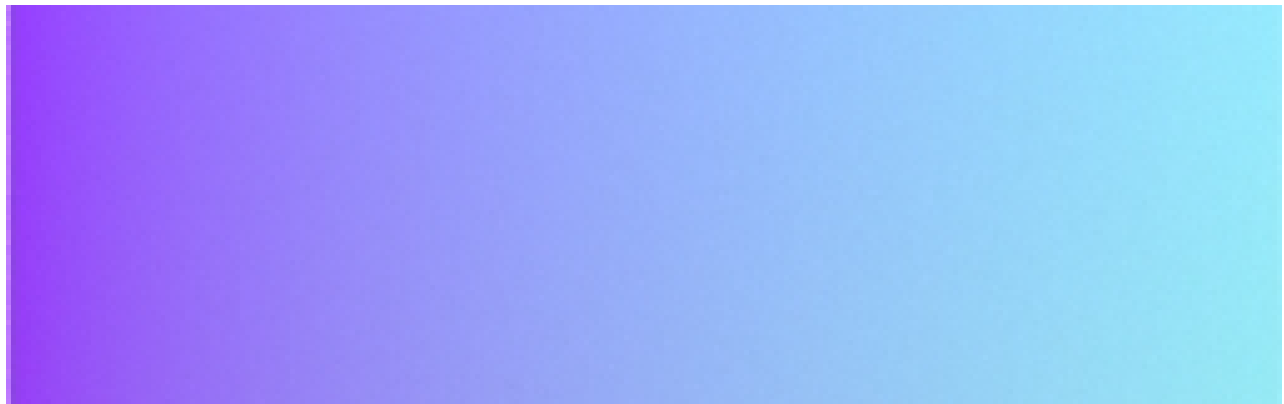


mix = 0.25





mix = 0.5



mix = 0.75



mix = 1.0

Clamp Mixer

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.