

# PxrRadialDensity

This pattern is intended to be used with homogeneous volumes and provides a simple way to create volume falloff effects.

## Radius

The radius of the gradient

## Density

The maximum density of the gradient

## Exponent

Controls the shape of the transition from max to min density

## Start

The start position of the gradient. 0 is the center

## Stop

The stop position of the gradient. 1 is the edge / radius

## Coordinate System

Default to the center of your object's bounding box