PxrSplineMap

Use this pattern to remap an input to both float and color outputs

Input Parameters

Input

The input color will be remapped with the specified Float Ramp

Input Range

Input Min

The lower range of the input. This will be linearly mapped to 0.0 before applying the Float Ramp

Input Max

The upper range of the input. This will be linearly mapped to 1.0 before applying the Float Ramp

Clamp Input

If enabled, inputs less than inputMin or greater than inputMax will be clamped before applying the Float Ramp. Clamping is performed on each color component independently. If disabled this may produce excessive results.

Float Ramp

Adjust the Float Ramp for your Float output

Output Range

Output Min

The lower range of the output. Values will be linearly mapped from 0.0 to this after applying the Float Ramp

Output Max

The upper range of the output. Values will be linearly mapped from 1.0 to this after applying the Float Ramp

Clamp Output

If enabled, the final outputs will be clamped to the 0.0 to 1.0 range. This clamping is performed on each color component independently.

Color Ramp

Adjust the Color Ramp for your Color output

Output Parameters

OutColor

The clamped result.

OutColor R

The R channel from the OutColor output.

Ou Color G

The G channel from the OutColor output.

OutColor B

The B channel from the OutColor output.