PxrPrimvar

Allows GPrim primitive variables (primvars) to be delivered through pattern graphs.

Input Parameters

Variable Name

The name of the primitive variable.

Variable Type

The type of the primitive variable:

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

Coordinate System

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

Output Parameters

result

The result as a color.