PxrManifold2D

This nodes allows artists to place patterns using a 2D solution that typically relies on UVs provided by the artist. You may transform the resulting placement (translate, rotate, etc) or repeat the pattern using the controls below. For objects without UVs or requiring a projection in 3D space, use the PxrManifold3D instead.

Input Parameters

Angle

Rotation angle around origin.

Scale S

Frequency/repetition of a feature in the S direction.

Scale T

Frequency/repetition of a feature in the T direction.

Offset S

Move from the origin in the S direction.

Offset T

Move from the origin in the T direction.

Invert S

Flip the manifold in the S direction.

Invert T

Flip the manifold in the T direction.

PrimVar S/ST

Name of custom 1D S or 2D ST primvar. (example: UV set name in Maya or primvar for say hair systems and scalps)

PrimVar T

Name of custom 1D T primvar.

Output Parameters

result

The 2D manifold.

resultS

A float representation of the S component of the manifold.

resultT

A float representation of the T component of the manifold.