## PxrCross

Calculates the cross product between two vectors. The cross product produces a resulting vector that is perpendicular to the two input vectors. This can be useful when trying to find the normal vector of a polygon if you use two input vectors in the polygon plane.

## Input Parameters

## Vector 1

The first vector in the cross product calculation.

## Vector 2

The second vector in the cross product calculation.

## Normalize Result

When enabled (set to 1 ) the cross product result will be a normalized vector.

## Output Parameters

resultXYZ
The cross product result vector.
resultX
The X component from the result XYZ output.
resulty
The Y component from the result XYZ output.

## resultZ

The $Z$ component from the result $X Y Z$ output.

