PxrDot

Calculates the dot product between two vectors. A dot product takes the the magnitude and direction of two vectors and returns a new single vector. The dot product of vectors at 90 degrees to one another is zero. Often used for effects like fresnel/curvature or "electron microscope" type images.

Input Parameters

Vector 1

The first vector in the dot product calculation.

Vector 2

The second vector in the dot product calculation.

Output Parameters

result

The single-component (float) value produced by the dot product of the two input vectors.