

PxrRadialDensity

This pattern is intended to be used with homogeneous volumes and provides a simple way to create volume falloff effects.

Radius

The radius of the gradient

Density

The maximum density of the gradient

Exponent

Controls the shape of the transition from max to min density

Start

The start position of the gradient. 0 is the center

Stop

The stop position of the gradient. 1 is the edge / radius

Coordinate System

Default to the center of your object's bounding box