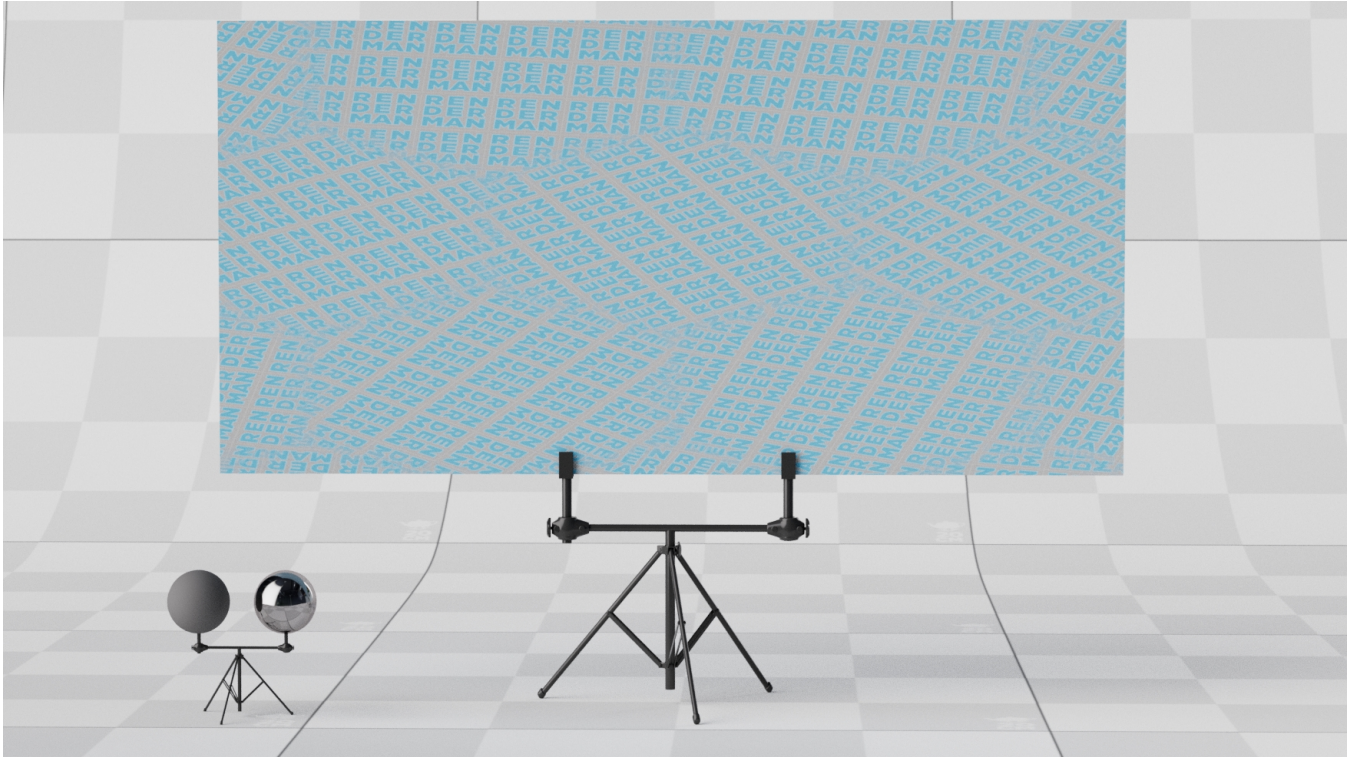


PxrHexTileManifold



Example set to regular frequency to demonstrate the pattern

Hex Tiling is a better way to visualize repeating or tileable textures by randomizing pattern placement in a less predictable manner.



Usage

PxrHexTileManifold is designed to connect to a [PxrMultiTexture](#).

InputParameters

Grid Frequency

Global Frequency of cell grid.

Texture Frequency

The secondary scale of texture in the cell.

Blend Width

Exponentiated blending as described by Burley. The exponent varies from 8 (blendWidth = 0.0) to 1 (blendWidth = 1.0).

Offsets

Translate Jitter

Amount of random offset.

Rotate Jitter

Amount of random rotation.

Scale Jitter

Amount of random scale

Advanced

Custom Rotation

Connectable Rotation

Custom Orientation

Connectable orientation.