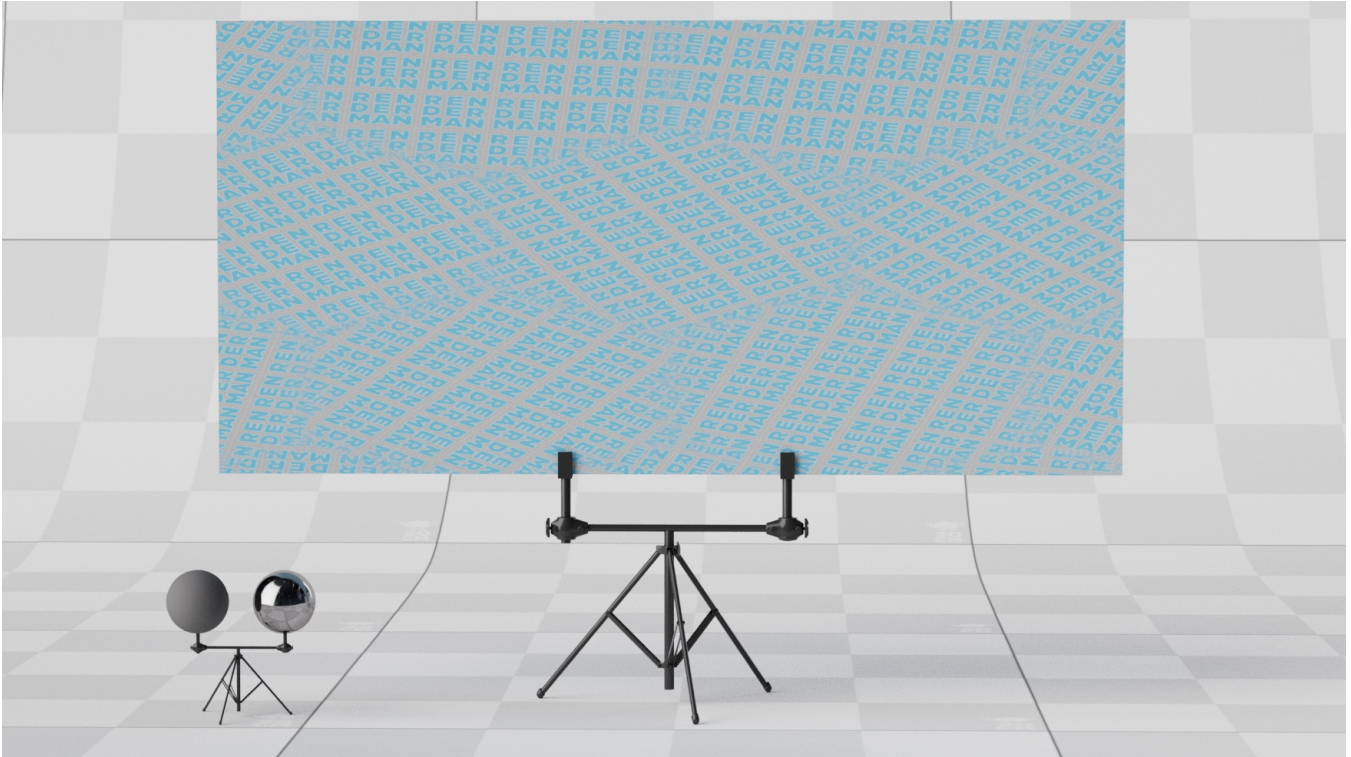# PxrHexTileManifold



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.