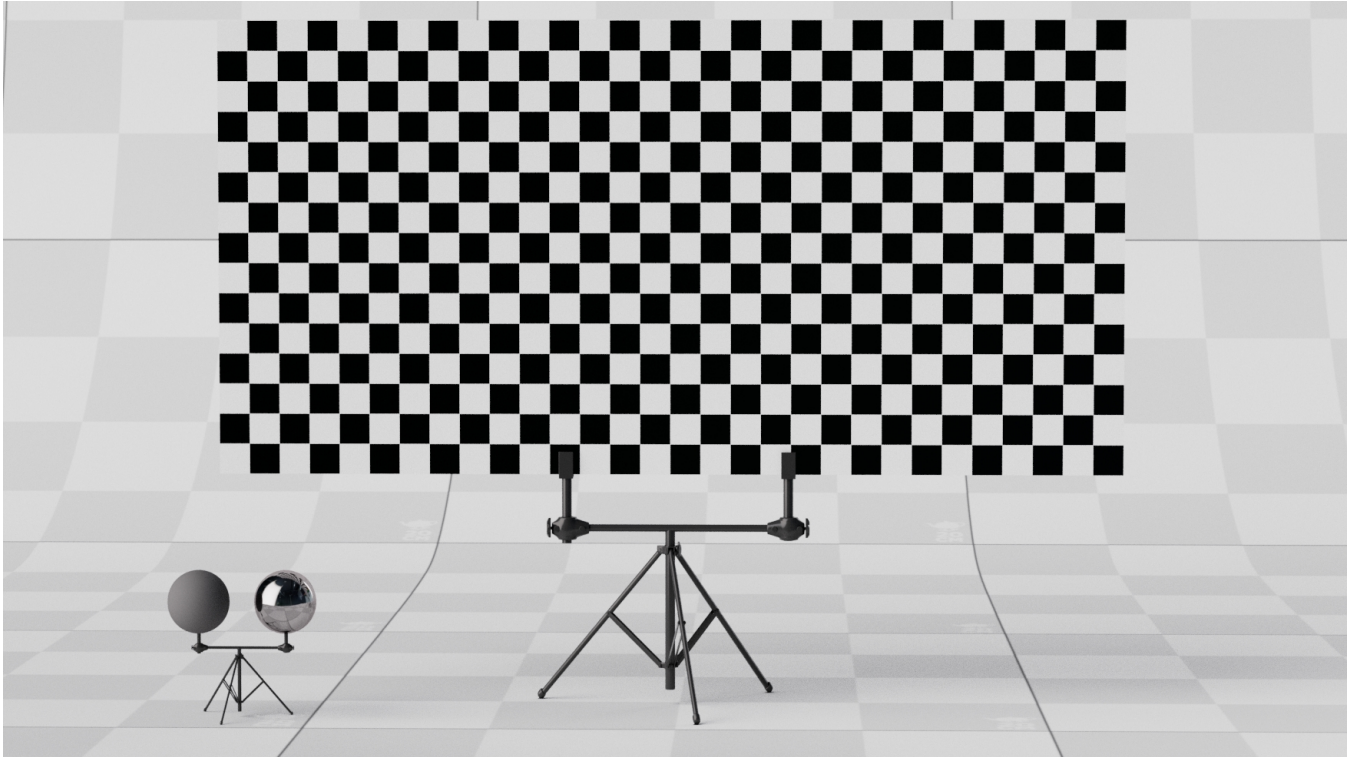


# PxrChecker



*PxrChecker* computes a simple checkerboard pattern.

## Parameters

### Color A and Color B

The two colors of the checkerboard squares.

### Dimensions

The number of dimensions in which to compute the checker pattern

### Manifold

The manifold over which to apply the noise (The default is ST).

You can connect a 3D or 2D manifold.