PxrCross

Calculates the cross product between two vectors. The cross product produces a resulting vector that is perpendicular to the two input vectors. This can be useful when trying to find the normal vector of a polygon if you use two input vectors in the polygon plane.

Input Parameters

Vector 1

The first vector in the cross product calculation.

Vector 2

The second vector in the cross product calculation.

Normalize Result

When enabled (set to 1) the cross product result will be a normalized vector.

Output Parameters

resultXYZ

The cross product result vector.

resultX

The X component from the resultXYZ output.

resultY

The Y component from the resultXYZ output.

resultZ

The Z component from the resultXYZ output.