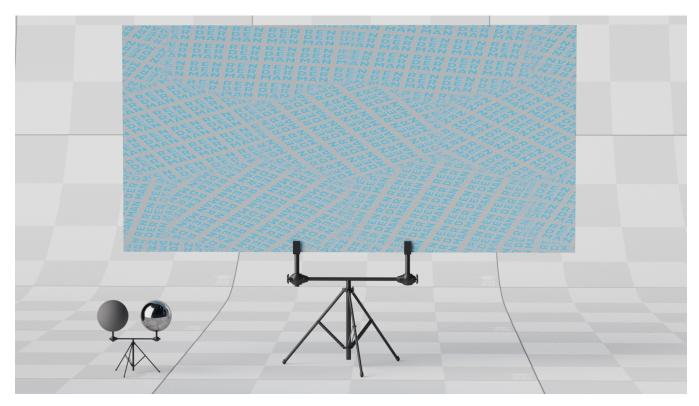
# **PxrHexTileManifold**



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.