Particle Info Node

Cycles Only

The *Particle Info* node can be used in the material node tree for objects that are used as the instancing objects, when you use *Object* or *Collection* [Render mode](#) of a particle system.

This node gives access to the data of the particle that spawned the object instance. It can be useful to give some variation to a single material assigned to multiple instances of instancing object.

> **Note**
>
> This node currently only supports parent particles. Info from child particles is not available.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Index

Index number of the particle (from 0 to number of particles).

Random

A random per-particle value in the range from 0 to 1. It can for example be used in combination with a color ramp, to randomize the particle color

Age

Age of the particle in frames.

Lifetime

Total lifespan of the particle in frames.

Location

Location of the particle.

Size

Size of the particle.

Velocity

Velocity of the particle.

Angular Velocity

Angular velocity of the particle.