

[Skip to content](#)

UV Map Node

The *UV Map* node is used to retrieve specific UV maps. Unlike the [Texture Coordinate Node](#) which only provides the active UV map, this node can retrieve any UV map belonging to the object using the material.

Inputs

This node has no inputs.

Properties

From Instancer Cycles Only

See the [From Instancer](#) option of the [Texture Coordinate Node](#).

UV Map

UV map to use.

Outputs

UV

UV mapping coordinates from the specified UV map.

[Previous](#)
[Texture Coordinate Node](#)

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