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Object Info Node

The *Object Info* node gives information about the object instance. This can be useful to give some variation to a single material assigned to multiple instances, either manually controlled through the object index, based on the object location, or randomized for each instance. For example a Noise texture can give random colors or a Color Ramp can give a range of colors to be randomly picked from.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Location

Location of the object in world space.

Color

Object color, same as *Color* in the Properties ▸ Object Properties ▸ Viewport Display.

Alpha

The [Alpha Channel](#) component of the object's viewport display color (see the *Color* output for more details).

Object Index

Object pass index, same as *Pass Index* in the Properties ▸ Object Properties ▸ Relations.

Material Index

Material pass index, same as *Pass Index* in the Properties ▸ Material ▸ Settings.

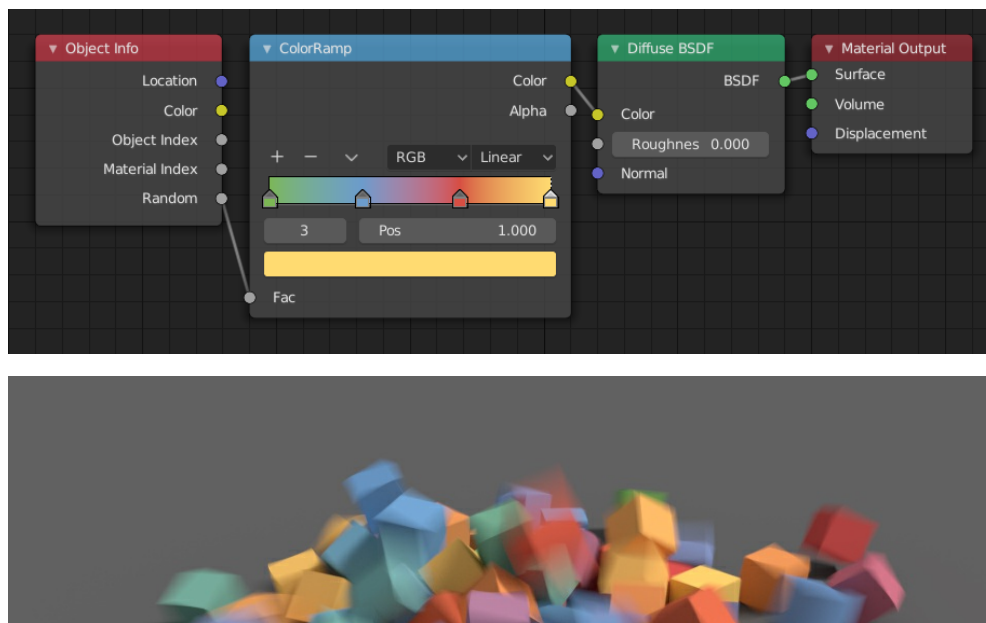
Random

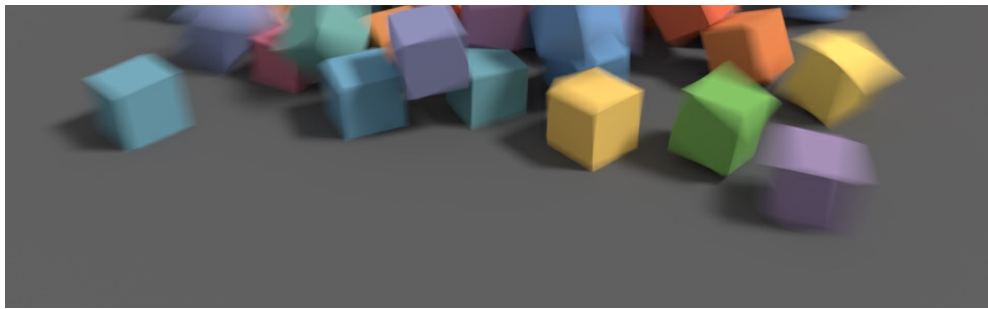
Random number unique to a single object instance. Output is a Float between 0.0 and 1.0

Note

Note that this node only works for material shading nodes; it does nothing for light and world shading nodes.

Example





[Example blend-file.](#)

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[Light Path Node](#)

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