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Instance Transform Node

The *Instance Transform* outputs the [Transformation Matrix](#) of each top-level instance in the local space of the modifier object.

The [Instances](#) page contains more information about geometry instances.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Transformation

Matrix that indicates the [Transformation](#) of each top-level instance.

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[No](#)
[Instance Rotation No](#)