

[Skip to content](#)

Point Info

Cycles Only

The *Point Info* node can be used in the material node tree for point cloud objects and gives access to the data of individual points. It can be useful to give some variation to a single material assigned a point cloud object.



Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Location

Location of the particle.

Radius

Size of the particle.

Random

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

[Previous](#)
[Particle Info Node](#)

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