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Scene Time Node

The *Scene Time* node outputs the current time in the scene's animation in units of seconds or frames.



Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Seconds

Current scene time in seconds.

Frames

Current scene frame. As an input in geometry nodes, this output may also output non-round numbers, in order to support higher quality [motion blur](#).

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Last updated on 2025-05-10

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