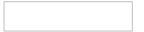# Clamp Node

The *Clamp* node clamps a value between a minimum and a maximum.

Inputs

Value

>The input value to be clamped.

Min

>The minimum value.

Max

>The maximum value.

Properties

Clamp Type

>Method to clamp.

>>**Min Max:**
>>>Constrain values between Min and Max.

>>**Range:**
>>>Constrain values between Min and Max. When Min is greater than Max, constrain between Max and Min instead.
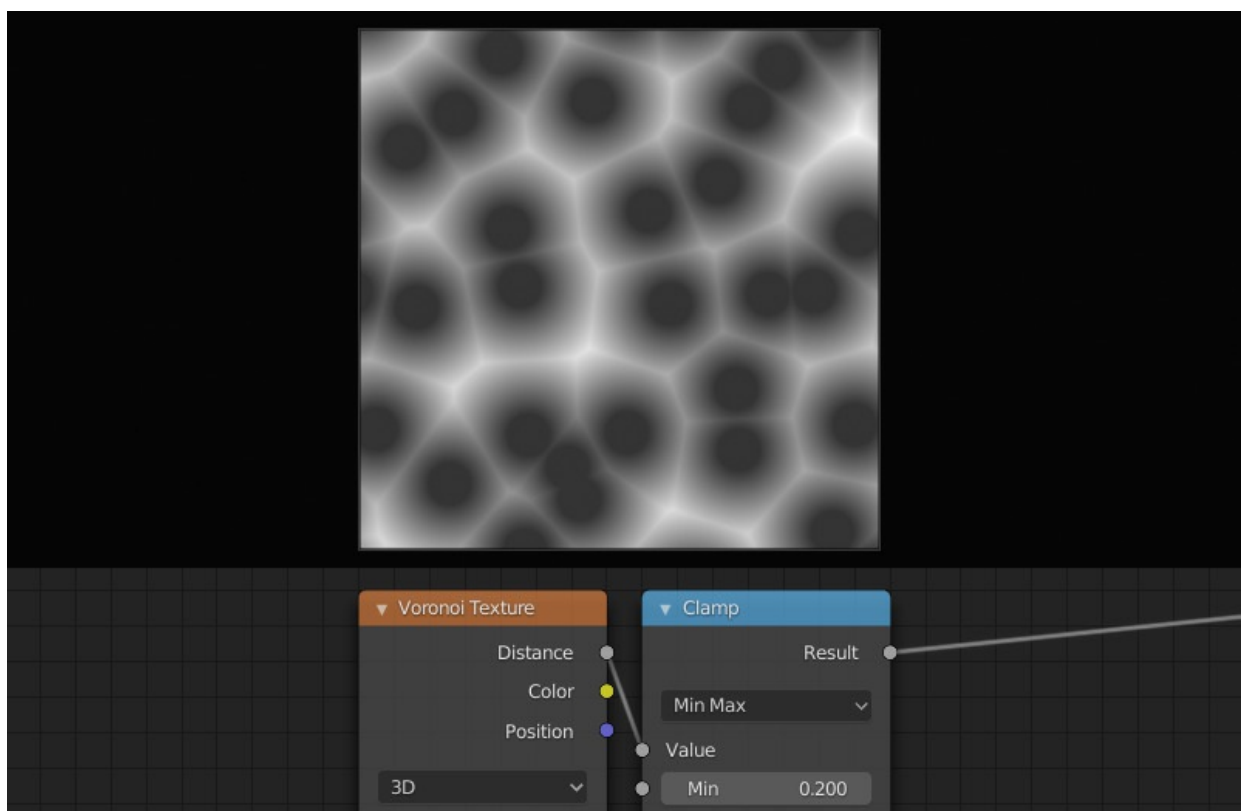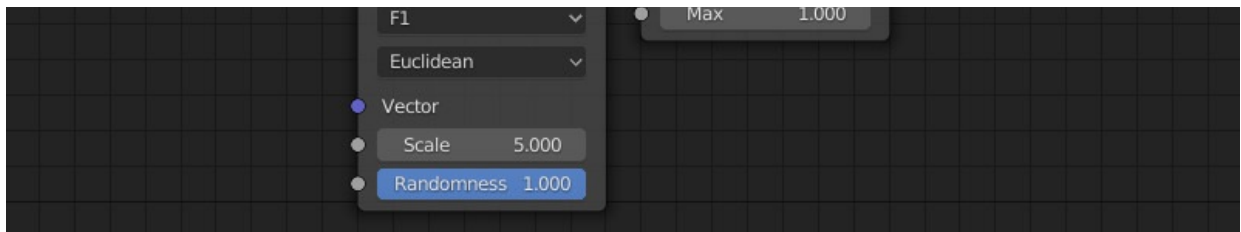
Outputs

Result

>The input value after clamping.

Examples

The *Voronoi Texture* node outputs a value whose minimum is zero. We can use the *Clamp* node to clamp this value such that the minimum is 0.2.

Example of Clamp node.