Self Object Node

The *Self Object* node outputs the object that contains the geometry nodes modifier currently being executed. This can be used to retrieve the original transforms.

When evaluated in the Tool context, this node returns the Active object.

> **Note**
>
> The geometry cannot be retrieved from this object with the Object Info Node, since its final geometry is still being evaluated.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Self Object

The object currently being evaluated.