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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.

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