

# Track Position Node

The *Track Position node* is used to return information about a tracking marker to the Compositor.



## Inputs

This node has no inputs.

## Properties

### Movie Clip

Used to select a Movie Clip data-block to use, for controls see [Data-Block Menu](#).

### Tracking Object

Camera object to get track information from.

### Track Name

The name of the track to get track information from.

### Position

Which marker position to use for output.

#### Absolute:

Outputs an absolute position of a marker.

#### Relative Start:

Outputs the positions of a marker relative to the first marker of a track.

#### Relative Frame:

Outputs the positions of a marker relative to the markers of the given *Frame*.

#### Absolute Frame:

Outputs the absolute positions of a marker at the given *Frame*.

## Outputs

### X/Y

The marker's X and Y location.

### Speed

The velocity of the marker, measured in pixels per frame. This could be used to fake effects like motion blur by connecting it to the Vector Blur Node.