

[Skip to content](#)

Attribute Node

The *Attribute* node allows you to retrieve attributes attached to an object or mesh.



Inputs

This node has no inputs.

Properties

Attribute Type

Specifies the type of the attribute.

Geometry:

The attribute is associated with the geometry of the object, and its value varies from vertex to vertex, or within the volume of the object.

Most geometry attributes are directly accessible through the various input nodes, except for these:

Ocean Foam

Gives a scalar defining where foam might appear when using an [Ocean Modifier](#). This depends on the name you give this property.

See also

For a full list of options see [This Thread](#) on the Blender Stack Exchange.

Object:

The attribute name specifies a [custom property](#) name, or an RNA path to a built-in property (like the single property [driver variables](#)).

The values of attributes of this type are defined once per object. The name or path is looked up first in the object data-block, followed by the mesh data-block if not found. Custom properties have priority over built-in ones.

The property value must be an integer, float, boolean, or a vector of 1 to 4 floats or ints; properties of other types are ignored. If a suitable property is not found, all sockets of the node, including *Alpha*, output 0.

Tip

The `color` attribute will output the value of the Color field in the [Viewport Display](#) panel of the object, unless overridden by a custom property.

Instancer:

Similar to *Object*, but the attribute is looked up in the instancer particle system settings, followed by [Geometry Node instance](#) attributes (searching from the innermost instancing layer to outer ones), and finally in the instancer object. If the current object is not instanced, or the property is not found, it falls back to the *Object* mode.

Warning

Currently only up to 4 layers of Geometry Node instancing are searched.

View Layer:

The attribute is looked up in the current [View Layer](#), [Scene](#) and [World](#), using the same lookup logic as *Object*, and likewise producing all zero outputs including *Alpha* if not found. Attributes of this type have the same uniform value throughout the whole Render Layer.

Tip

This gives access to a number of useful built-in properties, for example:

`color` or `world.color`

Outputs the value of the [Color](#) field in the Viewport Display panel of the World properties.

`render.resolution_x`, `render.resolution_y`

Outputs the current [rendering resolution](#).

`camera.data.angle_x, camera.data.angle_y,`

Outputs the effective field of view of the active [Camera](#).

See also

An alternative method to access the same set of properties is to use driver [Context Properties](#), possibly with a [manually emulated](#) lookup fallback chain.

Name

Name of the attribute.

Outputs

Color

RGB color interpolated from the attribute.

Vector

XYZ vector interpolated from the attribute.

Factor

Scalar value interpolated from the attribute.

Alpha

Alpha channel of the attribute, when available. If the attribute has no alpha channel, generally defaults to 1.

Warning

Currently, only *View Layer* attributes are supported in shaders used for the [World](#) or [Light Objects](#).

[Previous](#)
[Ambient Occlusion Node](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

[Ne](#)
[Bevel No](#)

Made with [Furo](#)

Last updated on 2025-05-10

[View Source](#)
[View Translation](#)
[Report issue on this page](#)