Viewport Transform Node

The *Viewport Transform* node retrieves the view direction and location of the 3D Viewport.

> Note
>
> This node can only be used in the Tool context.

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Projection

The 3D Viewport's perspective or orthographic projection matrix.

View

The view direction and location of the 3D viewport.

Is Orthographic

Whether the viewport is using orthographic projection.