Skip to content **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 Starts

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.

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