Sample UV Surface Node

The *Sample UV Surface* node finds values on a mesh's surface at specific UV locations. Internally the process is a "reverse UV lookup" from a location in 2D space. The node then finds the face that corresponds to each UV coordinate, and the location within that face.

> **Warning**
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> Because of the node's method of computation, the UV map should not have any overlapping faces. If the UV map is sampled at a location with no faces or overlapping faces, the node will output the default value for the data type, which is zeros for most types.

Inputs

Mesh

A geometry containing the mesh with a UV map for sampling.

Value

A field to evaluate on the target *Mesh* geometry for later sampling at the surface positions.

UV Map

The mesh UV map to sample, evaluated on the *Mesh* input. Should not have overlapping faces.

Sample UV

The coordinates to sample within the UV map.

Properties

Data Type

The data type to use for the retrieved values.

Outputs

Value

The data retrieved and interpolated from the *Mesh* geometry, mapped based on the node's settings and inputs.

Is Valid

Whether the node could find a single face to sample at the UV coordinate.