# Skip to content At Node

Returns the color of a texture at the specified coordinates.

### **Inputs**

#### **Texture**

Standard color input.

#### Coordinates

The point at which to sample the color. For images, the space is between -1 and 1 for X and Y. If the coordinates are not spatially varying, the node will return a single color.

# **Properties**

This node has no properties.

## **Outputs**

#### **Texture**

Standard color output.

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Last updated on 2025-05-10

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