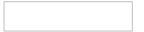


[Skip to content](#)

Clamp Node

The *Clamp* node clamps a value between a minimum and a maximum.



Inputs

Value

The input value to be clamped.

Min

The minimum value.

Max

The maximum value.

Properties

Clamp Type

Method to clamp.

Min Max:

Constrain values between Min and Max.

Range:

Constrain values between Min and Max. When Min is greater than Max, constrain between Max and Min instead.

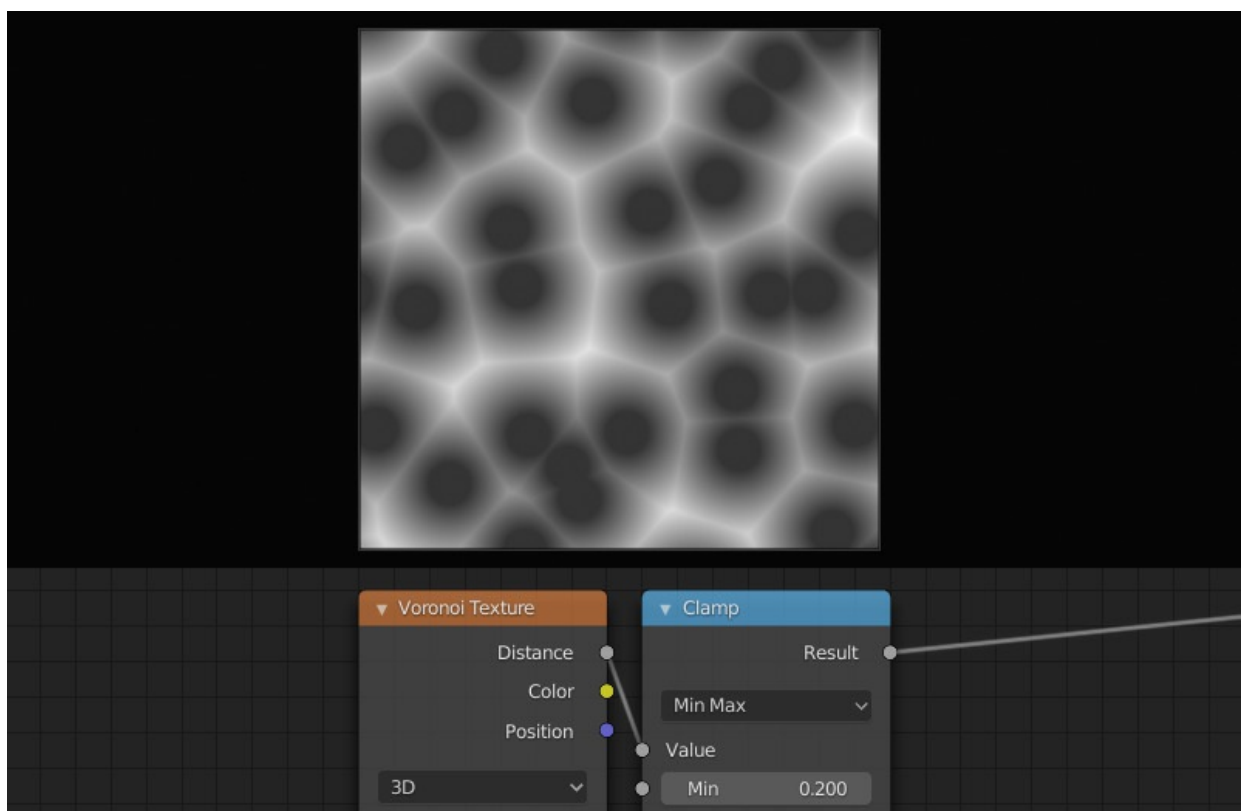
Outputs

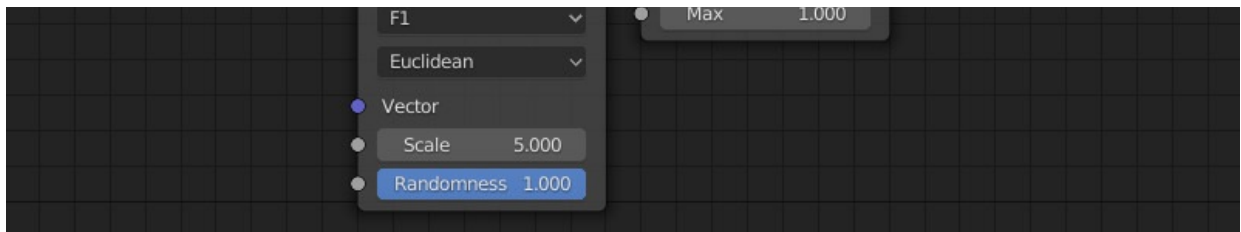
Result

The input value after clamping.

Examples

The *Voronoi Texture* node outputs a value whose minimum is zero. We can use the *Clamp* node to clamp this value such that the minimum is 0.2.





Example of Clamp node.

[Previous](#)
[Blackbody Node](#)

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)

Last updated on 2025-05-10

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

[Next](#)
[Color Ramp Node](#)