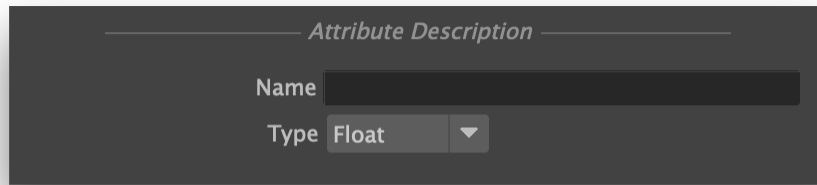# Primitive Attribute

The Primitive Attribute shader.

This node is meant to read attributes that are attached to the underlying geometric primitive, commonly referred to as *primvars*.

Name

The name of the attribute to read.

Type

Can be one of the following types: Float, Color, Point, UV, Integer. The UV type is synonymous to `float[2]`.