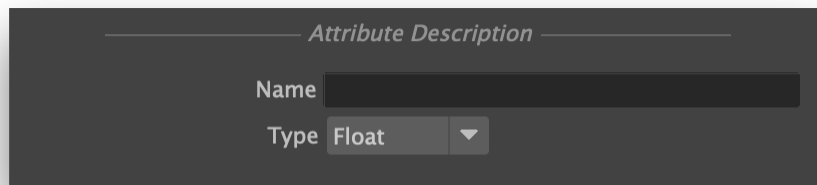


# Primitive Attribute



*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]`.