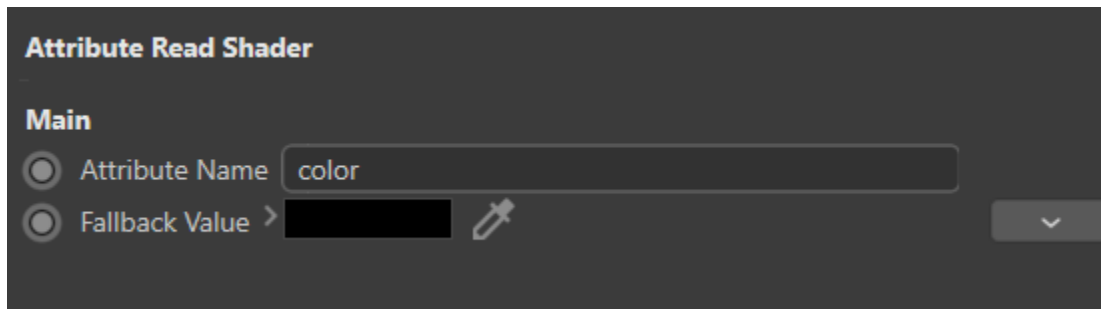# Primitive Attribute

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.