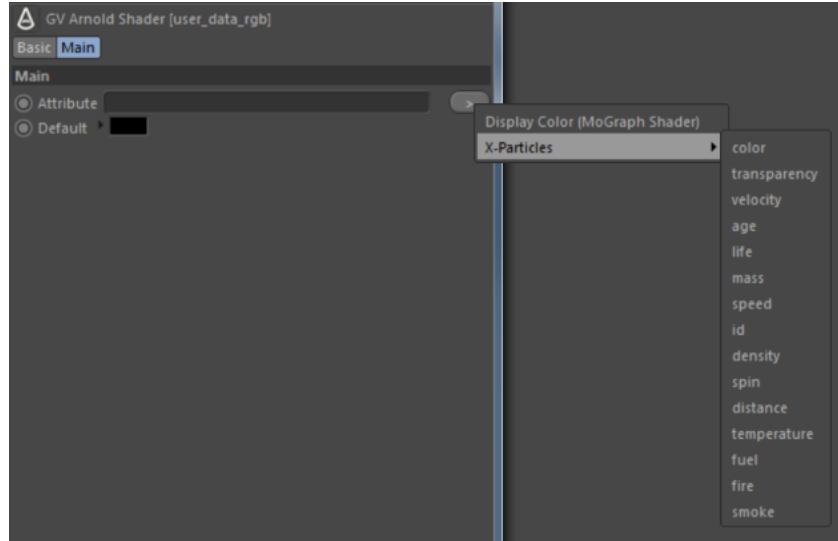


User Data Shaders

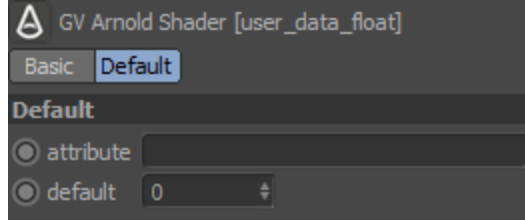
These nodes can be used to retrieve custom user attributes from a geometry (e.g. Display Color) or read custom particle channels, etc. See the [User Data](#) tutorial for more details.

The available built-in user attributes are listed in the respective user_data shaders.



It is also possible to read user data fields from volumetric shapes, allowing things like per-particle user data on volumetric spherical point clouds to affect the result of volumetric shading.

User Data Float



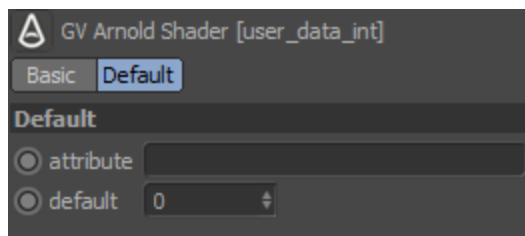
Attribute

Read float value from shape user data, at the current shading point on the surface.

Default

Output value to use if user data with the specified name is not available.

User Data Int



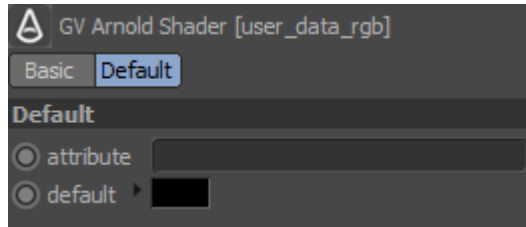
Attribute

Read integer value from shape user data, at the current shading point on the surface.

Default

Output value to use if user data with the specified name is not available.

User Data RGB



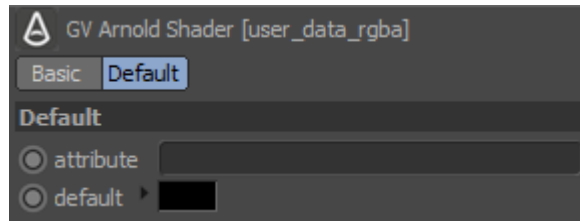
Attribute

Read RGB color from shape user data, at the current shading point on the surface.

Default

Output value to use if user data with the specified name is not available.

User Data RGBA



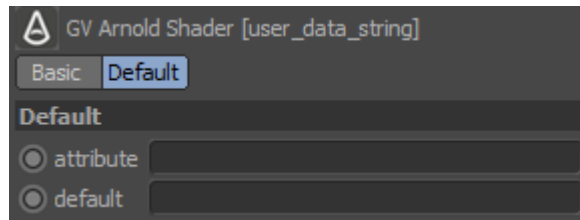
Attribute

Read RGB color and alpha from shape user data, at the current shading point on the surface.

Default

Output value to use if user data with the specified name is not available.

User Data String



Attribute

Reads the string from shape user data.

Default

Output value to use if user data with the specified name is not available.