

10.1.10 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh

Detailed table of content.....	1
Add menu - Mesh.....	2
Boolean.....	2
Edge Split.....	3
Subdivision Surface.....	3
Triangulate.....	4

Detailed table of content

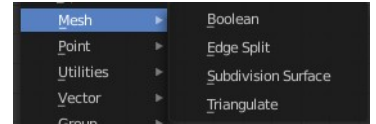
Detailed table of content

Detailed table of content.....	1
Add menu - Mesh.....	2
Boolean.....	2
Inputs.....	2
Properties.....	2
Operation.....	2
Intersect.....	2
Union.....	2
Difference.....	2
Output.....	2
Geometry.....	2
Edge Split.....	3
Inputs.....	3
Geometry.....	3
Edge Angle.....	3
Angle.....	3
Sharp Edges.....	3
Outputs.....	3
Geometry.....	3
Subdivision Surface.....	3
Inputs.....	3
Geometry.....	3
Level.....	3
Creases.....	3
Boundary Smooth.....	3
Smooth UVs.....	4
Outputs.....	4
Geometry.....	4
Triangulate.....	4
Inputs.....	4
Geometry.....	4
Minimum Vertices.....	4
Properties.....	4
Quad Method.....	4
Beauty.....	4
Fixed.....	4
Fixed Alternate.....	4

Shortest Diagonal.....	4
Polygon Method.....	4
Beauty.....	4
Clip.....	5
Outputs.....	5
Geometry.....	5

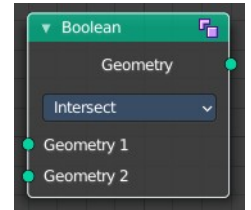
Add menu - Mesh

Nodes to modify the mesh geometry.



Boolean

The Boolean Node allows you to cut, subtract, and join the geometry of two inputs. This node offers the same operations as the Boolean modifier.



Inputs

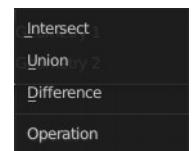
Geometry 1, 2

Standard geometry input.

Properties

Operation

The boolean operation.



Intersect

Produce a new geometry containing only the volume inside of both geometry 1 and geometry 2.

Union

The two input pieces of geometry are joined, then any interior elements are removed.

Difference

Geometry 2 is subtracted from geometry 1 (everything outside of geometry 2 is kept).

Output

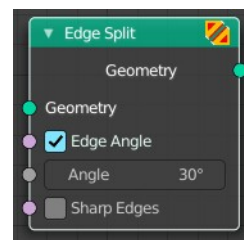
Geometry

Standard geometry output.

Edge Split

The Edge Split node splits as split edge marked edges into two edges.

Note that splitting edges breaks the mesh topology.



Inputs

Geometry

Standard geometry input.

Edge Angle

When enabled, edges will be split if the angle between its two adjacent faces is greater than the Split Angle.

Angle

On 0: all edges are split. On 180: no edges are split.

Sharp Edges

When enabled, edges will be split if they were marked as sharp.

Outputs

Geometry

Standard geometry output.

Subdivision Surface

The Subdivision Surface node deform the geometry using Catmull-Clark deformation.

Inputs

Geometry

Standard geometry input.

Level

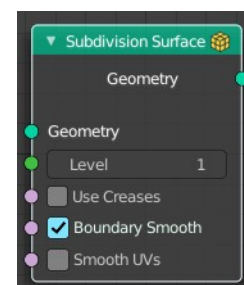
To which degree the geometry will be deformed.

Creases

Control how smooth edges should be with Weighted Edge Creases.

Boundary Smooth

Controls if open boundaries and corners are smooth.



Smooth UVs

Controls if subdivision smooth is applied to UVs.

Outputs

Geometry

Standard geometry output.

Triangulate

The Triangulate node triangulates all faces in a mesh.

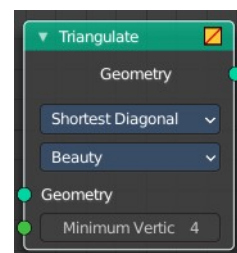
Inputs

Geometry

Standard geometry input.

Minimum Vertices

Minimum number of vertices a face must have to be triangulated. For example, setting this value to 5, will prevent triangulation of Quads and only triangulate N-gons.



Properties

Quad Method

A quad is a polygon with four edges.

Beauty

Split the quads in nice triangles, slower method.

Fixed

Split the quads on their 1st and 3rd vertices.

Fixed Alternate

Split the quads on their 2nd and 4th vertices.

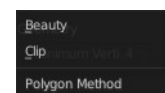
Shortest Diagonal

Split the quads based on the diagonal distance between their vertices.



Polygon Method

Meant are N-Gons. Faces with more than four edges. Tris, Quads and N-Gons are all Polygons.



Beauty

Arrange the new triangles nicely, slower method.

Clip

Split the polygons using an ear-clipping algorithm (gives similar results to the tessellation used for the viewport rendering).

Outputs

Geometry

Standard geometry output.