

10.1.14 Editors - Geometry Nodes Editor - Header - Add Menu - Vector

Detailed table of content.....	1
Add menu - Point.....	1
Combine XYZ.....	2
Separate XYZ.....	2
Vector Math.....	2

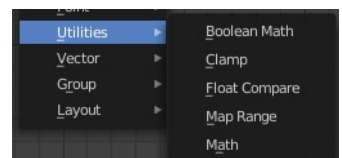
Detailed table of content

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Detailed table of content.....	1
Add menu - Point.....	1
Combine XYZ.....	2
Input.....	2
X Y and Z.....	2
Output.....	2
Color.....	2
Separate XYZ.....	2
Input.....	2
Vector.....	2
Output.....	2
X, Y and Z.....	2
Vector Math.....	2
Inputs.....	2
Vector.....	2
Vector.....	2
Scale.....	3
Properties.....	3
Operation.....	3
Outputs.....	3
Vector.....	3
Value.....	3

Add menu - Point

Vector nodes are for calculating vector operations.



Combine XYZ

The Combine XYZ Node combines a vector from its individual components.

Input

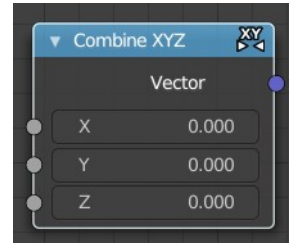
X Y and Z

X, Y and Z values.

Output

Color

Color output.



Separate XYZ

The Separate XYZ Node splits a vector into its individual components.

Input

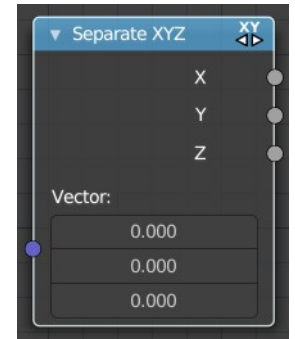
Vector

The Input vector.

Output

X, Y and Z

The output vectors for X, Y and Z.



Vector Math

The Vector Math node performs the selected math operation on the input vectors.

Inputs

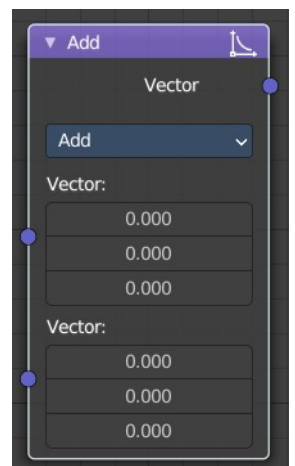
The inputs of the node are dynamic. Some inputs are only available in certain operations. For instance, the Scale input is only available in the Scale operator.

Vector

Input vector A.

Vector

Input vector B.



Scale

Input Scale.

Properties

Operation

The vector math operator to be applied on the input vectors.



Outputs

The output of the node is dynamic. It is either a vector or a scalar depending on the operator. For instance, the Length operator have a scalar output while the Add operator have a vector output.

Vector

Output vector.

Value

Output value.