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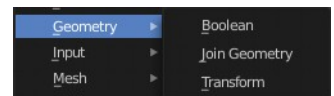
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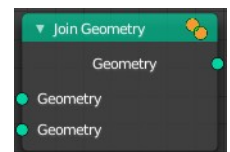
Add menu - Geometry

Here you find nodes to modify the geometry.



Join Geometry

The Join Geometry enables you to merge separately generated pieces of geometry into a single one. In case that the inputted pieces contain different types of geometry, the output will contain multiple types of geometry.



Inputs

Geometry

Standard geometry input.

Output

Geometry

Standard geometry output.

Transform

Move, rotate or scale the geometry. The transformation is applied to the entire geometry, and not per element. For example, you can not rotate individual point cloud points with this node.

Inputs

Geometry

Standard geometry input.

Translation

Translates the geometry in local space of the modified object.

Rotation

Euler rotation in local space.

Scale

Scale to transform the geometries in local space.

Output

Geometry

Standard geometry output.

