

12.1.11 Editors - Geometry Nodes Editor - Header - Add Menu - Input

Table of content

Detailed table of content.....	1
Add menu - Input.....	2
Collection Info.....	2
Is Viewport.....	3
Material.....	3
Object Info.....	3
Random Float.....	4
String.....	4
Value.....	5
Vector.....	5

Detailed table of content

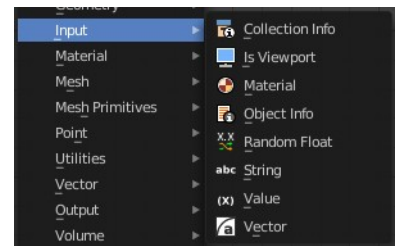
Detailed table of content

Detailed table of content.....	1
Add menu - Input.....	2
Collection Info.....	2
Inputs.....	2
Collection.....	2
Properties.....	2
Transform Space.....	2
Original.....	2
Relative.....	3
Outputs.....	3
Geometry.....	3
Is Viewport.....	3
Outputs.....	3
Is Viewport.....	3
Material.....	3
Outputs.....	3
Material.....	3
Object Info.....	3
Inputs.....	3
Object.....	3
Outputs.....	3
Location.....	3
Rotation.....	4
Scale.....	4
Geometry.....	4
Random Float.....	4
Inputs.....	4
Min.....	4
Max.....	4
Seed.....	4

Outputs.....	4
Value.....	4
String.....	4
Properties.....	4
String.....	4
Outputs.....	4
Value.....	4
Value.....	5
Properties.....	5
Value.....	5
Outputs.....	5
Value.....	5
Vector.....	5
X Y Z.....	5
Output.....	5
Vector.....	5

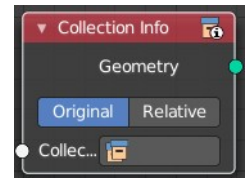
Add menu - Input

Here you find input nodes.



Collection Info

The Collection Info node retrieves information from collections. This can be useful to use an external collection to control parameters in the geometry node tree.



Inputs

Collection

Collection to get the properties from.

Properties

Transform Space

The transformation of the geometry outputs.

Original

Output the geometry relative to the collection offset.

Relative

Bring the input collection geometry into the modified object, maintaining the relative position between the objects in the scene.

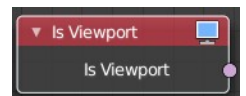
Outputs

Geometry

Geometry of the collection in world space with all its modifiers applied.

Is Viewport

The Is Viewport node outputs true when geometry nodes is evaluated for the viewport. For the final render the node outputs false.



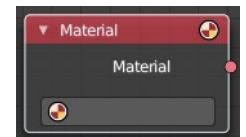
Outputs

Is Viewport

A boolean that indicates if the geometry nodes is evaluated for preview.

Material

Retrieve a material.



Outputs

Material

The material output.

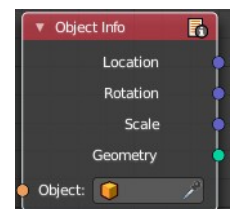
Object Info

The Object Info node retrieves information from objects. And outputs it then.

Inputs

Object

Object to get the properties from.



Outputs

Location

Location of the object in world space.

Rotation

Rotation of the object in world space.

Scale

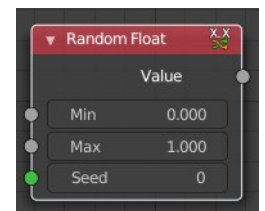
Scale of the object in world space.

Geometry

Geometry of the object in world space with all its modifiers applied.

Random Float

The Random Float generates a random (floating point) value from a given range.



Inputs

Min

Minimum random value.

Max

Maximum random value.

Seed

The random seed.

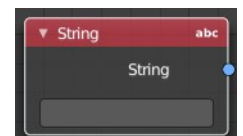
Outputs

Value

The random generated value.

String

Input a string.



Properties

String

The string that you want to input.

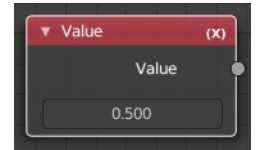
Outputs

Value

The value set in the node properties.

Value

Input numerical values to other nodes in the tree.



Properties

Value

Single numerical value (floating point).

Outputs

Value

The value set in the node properties.

Vector

Creates a single vector of three values that can be used as an input.

Properties

X Y Z

The values of the vector.

Output

Vector

Standard vector output.

