

12.1.14 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh Primitives

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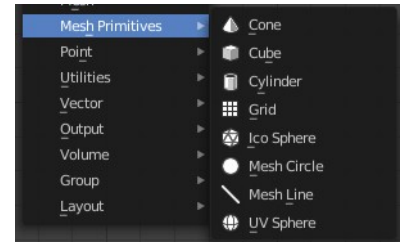
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Add menu - Mesh Primitives

Nodes to modify the mesh geometry.



Cone

Cone creates a Cone mesh.

Input

Vertices

Number of vertices.

Radius Top

The initial radius at the top.

Radius Bottom

The initial radius at the bottom.

Depth

The initial height.

Properties

Fill Type

Defines how the Circle mesh is filled.

None

pure edge geometry.

N-Gon

The circle face is a N-Gon face.

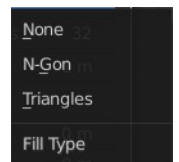
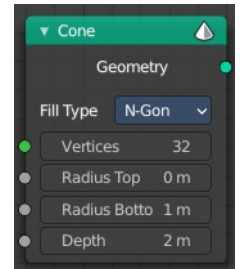
Triangles

The circle face is triangulated.

Outputs

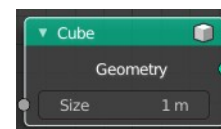
Geometry

Standard geometry output.



Cube

Cube creates a Cube mesh.



Input

Size

The initial size.

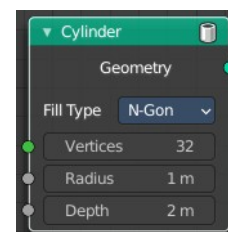
Outputs

Geometry

Standard geometry output.

Cylinder

Cylinder creates a Cylinder mesh.



Input

Vertices

Number of vertices.

Radius

The initial radius.

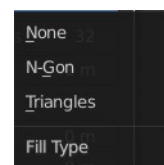
Depth

The initial height.

Properties

Fill Type

Defines how the Circle mesh is filled.



None

pure edge geometry.

N-Gon

The circle face is a N-Gon face.

Triangles

The circle face is triangulated.

Outputs

Geometry

Standard geometry output.

Grid

Grid creates a grid mesh.

Input

Size

The initial size.

Vertices X

The initial number of vertices in X direction.

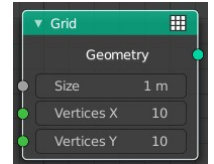
Vertices Y

The initial number of vertices in Y direction.

Outputs

Geometry

Standard geometry output.



Ico Sphere

Ico Sphere creates a ico Sphere mesh.

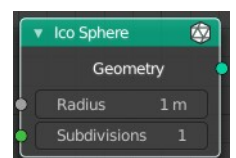
Input

Radius

The initial radius.

Subdivisions

The initial subdivisions.



Outputs

Geometry

Standard geometry output.

Mesh Circle

Circle creates a Circle mesh.

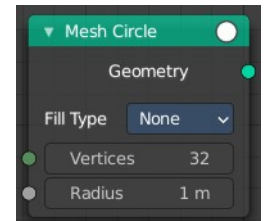
Input

Vertices

Number of vertices.

Radius

The initial radius.



Properties

Fill Type

Defines how the Circle mesh is filled.

None

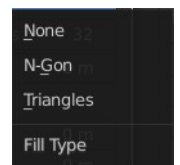
pure edge geometry.

N-Gon

The circle face is a N-Gon face.

Triangles

The circle face is triangulated.



Outputs

Geometry

Standard geometry output.

Mesh Line

Line creates a line mesh.

Input

Count

The initial number of segments.

Start Location

The initial location.

Offset

The initial offset.

Properties

Mode

Offset

Specify the offset from one vertice to the next.

End Points

Specify the line start and endpoints.

Count Mode

Count

Specify the number of total vertices.

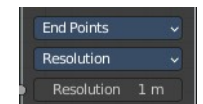
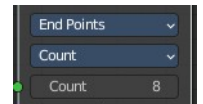
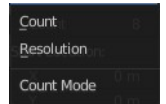
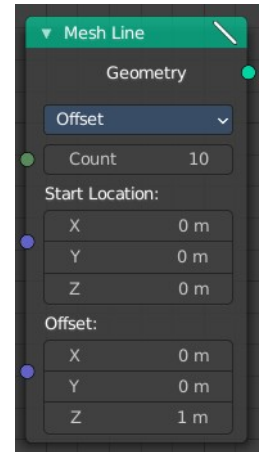
End Points

Specify the distance between the vertices.

Outputs

Geometry

Standard geometry output.



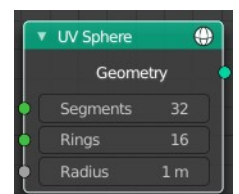
UV Sphere

UV Sphere creates a uv sphere mesh.

Input

Segments

The initial number of segments.



Rings

The initial number of edgerings.

Radius

The initial radius.

Outputs

Geometry

Standard geometry output.