

12.1.17 Editors - Geometry Nodes Editor - Header - Add Menu - Volume

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Add menu - Volume

Here you find nodes to modify the volume.



Points to Volume

Creates a fog volume sphere around every point in the input geometry. The new volume grid is then called density.

Inputs

Geometry

Standard geometry input.

Density

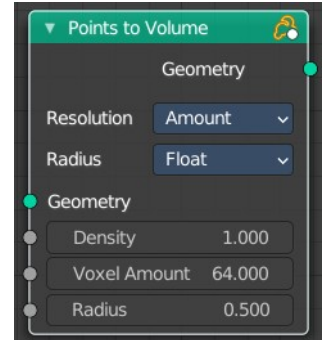
The density of the point cloud.

Voxel Amount

The voxel amount to use.

Radius

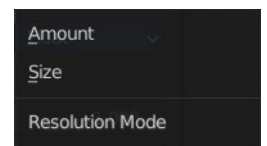
The radius of the generated volume around each point.



Properties

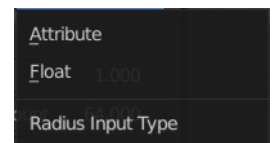
Resolution

Base the voxel resolution at the amount or the size of the point cloud.



Radius

The type of the radius input.



Output

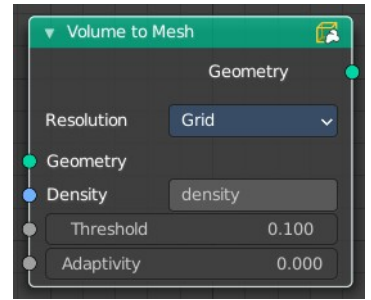
Geometry

Standard geometry output.

Volume to Mesh

The Volume to Mesh node generates a mesh on the “surface” of a volume. The surface is defined by a threshold value. All voxels with a larger value than the threshold are considered to be outside.

Note that currently this node only works on volumes generated using geometry nodes.



Inputs

Geometry

Standard geometry input.

Density

The density input of the volume object. Either a tag or the information from another node.

Threshold

The voxel amount to use.

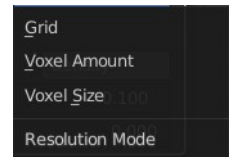
Adaptivity

The input radius.

Properties

Resolution

Base the voxel resolution at the gridsize, the amount or the size of the point cloud.



Output

Geometry

Standard geometry output.