

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

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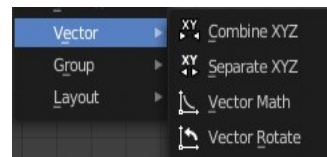
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Add menu - Vector

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.

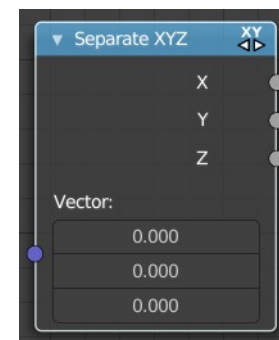
Separate XYZ

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.

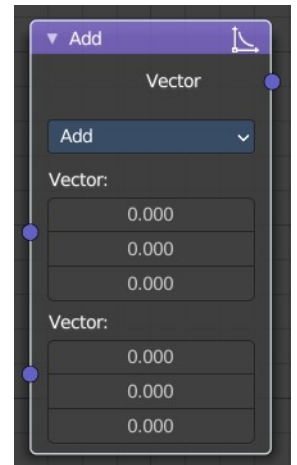
Scale

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.

Vector Rotate

The Vector Rotate node allows rotations by a vector.

Inputs

The inputs of the node are dynamic. Some inputs are only available in certain operations. For instance, the Angle input is just available with the Axis Angle type.

Vector

Input vector.

Center

Input Center

Axis

Input Axis.

Angle

Input Angle

Properties

Type

The rotation type.

Outputs

Vector

The Output vector.

