

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

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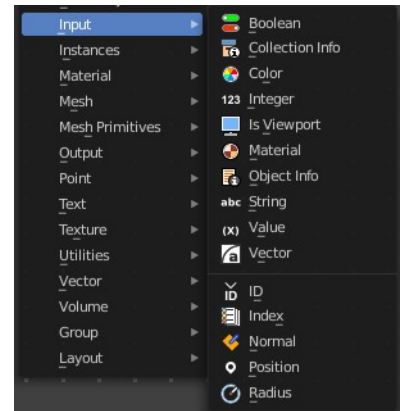
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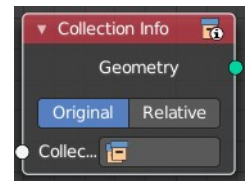
Add menu - Input

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.

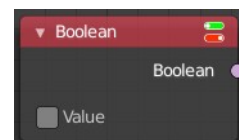
Outputs

Geometry

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

Boolean

Inputs a boolean value.



Properties

Value

The input boolean.

Outputs

Boolean

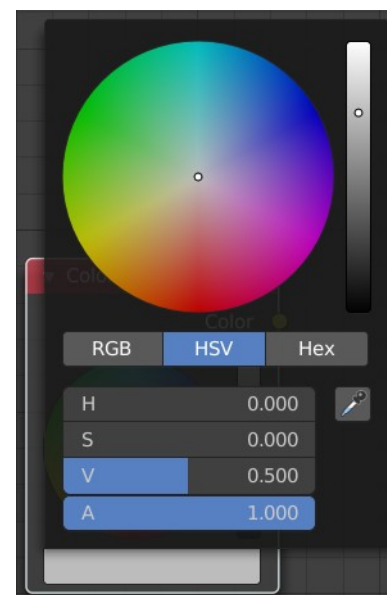
The boolean state.

Color

Define a input color.

This node is a color wheel.

Clicking at the color field at the bottom will reveal the standard Blender color dialog, where you can input numeric values.



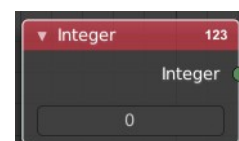
Outputs

Color

Standard color output.

Integer

Inputs a integer value.



Properties

Value

The input integer.

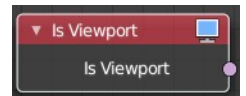
Outputs

Integer

The integer value.

Is Viewport

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



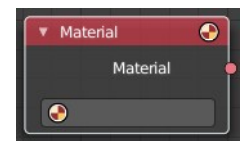
Outputs

Is Viewport

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

Material

Retrieve a material.



Outputs

Material

The material output.

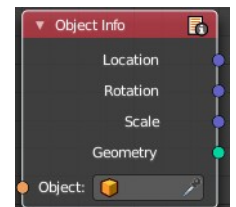
Object Info

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

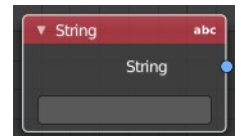
Scale of the object in world space.

Geometry

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

String

Input a string.



Properties

String

The string that you want to input.

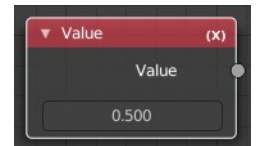
Outputs

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

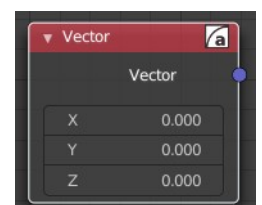
Value

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.

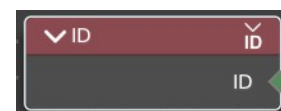
Output

Vector

Standard vector output.

ID

Retrieve the ID of the object.



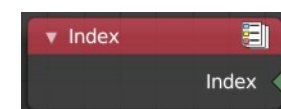
Outputs

ID

The ID of the object.

Index

Retrieves an integer value indicating the position of each element in the list. This list depends on the internal order of the data in the geometry, which is not necessarily visible in the 3D Viewport. However, the index value is visible in the left-most column in the Spreadsheet Editor.



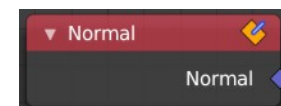
Outputs

Index

Integer value which enumerates each point on the geometry.

Normal

Returns a vector for each evaluated point indicating the normal direction. The output can depend on the attribute domain used in the node evaluating the field, but the output is always a normalized unit vector.



The output depends on where you plug in the normal node.

Face

On the face domain, the normal is the “up” direction of the face.

Mesh Vertices

For mesh vertices, the normal is an average of the surrounding face normals. If the vertex does not have any connected faces, the output is simply the normalized position of that vertex.

Edge

The normal output for each edge is the average of the edge's two vertex normals.

Face Corner

The output for each face corner is the same as the face normal of the corresponding face.

Curve Control Points

The output of this node when used for curve geometry is the evaluated normal of the curve, which depends on the twist method. The normal vector is always perpendicular to the direction of the curve's path at every point.

Warning!

Please keep in mind that for NURBS and Bézier spline curves the value retrieved from this node is the value at every control point. Which may not correspond to the visible evaluated points. For NURBS splines the difference may be even more pronounced and the result may not be as expected. A Resample Curve Node can be used to create a poly spline, where there is a control point for every evaluated point.

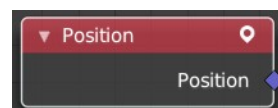
Outputs

Normal

The normal vector output.

Position

The Position node outputs a vector of each point of the geometry the node is connected to.



The node can work on geometry domains besides points. In that case, the position data will be automatically interpolated to the new domain. For example, when used as part of the input to the mesh edge split node, the position for each edge will be the average position of the edges two vertices.

For instances, the output is the origin of each instance. However, if the node is for a geometry node that adjusts data inside instances, the position output of this node will be in the local space of each instance.

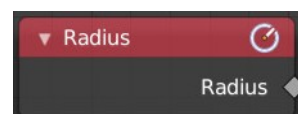
Outputs

Position

The position vector output.

Radius

Retrieve the radius of the object.



Outputs

Radius

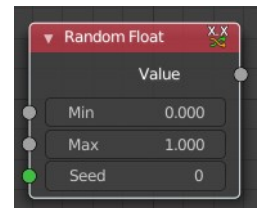
The radius output.

Legacy - Input

These nodes existed in a former Bforartists version, but are now deprecated. They do not show in the regular menu or UI anymore. And you cannot insert them in a newer Bforartists version. But old projects that uses this nodes still loads with these nodes showing and enabled.

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.