

## 12.1.13 Editors - Geometry Nodes Editor - Header - Add Menu - Instances

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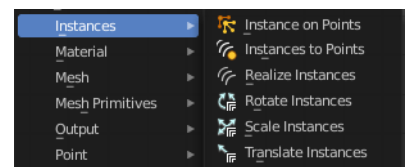
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## Add menu - Instances



## Instance on Points

Instances geometry on points.

### Inputs

#### **Points**

Standard points input.

#### **Selection**

A selection of the point cloud.

#### **Instance**

Instance input.

#### **Pick Instance**

Select an instance of the point cloud.

#### **Instance Index**

The instance of the index

#### **Rotation**

The initial rotation.

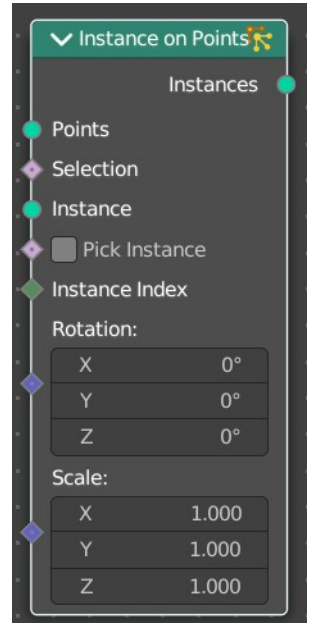
#### **Scale**

The initial scale.

### Output

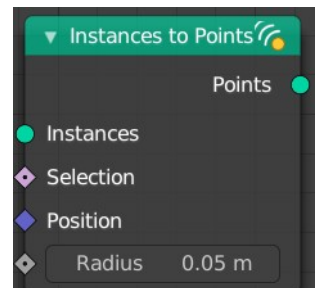
#### **Instances**

Instances output.



## Instances to Points

This node takes a geometry set with instances as input, and outputs points located on the origins of the top level of instances in the



geometry set (not nested instances). It also has position and radius inputs to allow overriding the default, and a selection input to only generate points for some instances.

## Inputs

### **Instances**

Instances input.

### **Selection**

A selection of the instance.

### **Position**

The position of the instance.

### **Radius**

The radius of the points.

## Output

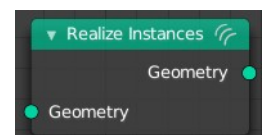
### **Instances**

Points output.

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## Realize Instances

Makes the instances in the geometry input real. This means each instance becomes its own object.



## Inputs

### **Geometry**

Geometry Input.

## Outputs

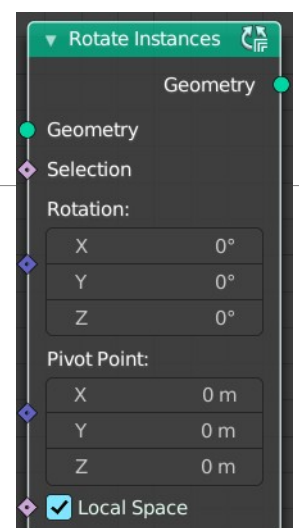
### **Geometry**

Geometry outputs.

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## Rotate Instances

Rotates the instances of a geometry.



## Inputs

### **Geometry**

Standard geometry input.

### **Selection**

A selection of the geometry.

### **Rotation**

The initial rotation.

### **Pivot Point**

The pivot point position to rotate around.

### **Local Space**

Rotate in world space or in Local Space of the object.

## Output

### **Geometry**

Standard geometry output.

## Scale Instances

Rotates the instances of a geometry.

## Inputs

### **Geometry**

Standard geometry input.

### **Selection**

A selection of the geometry.

### **Scale**

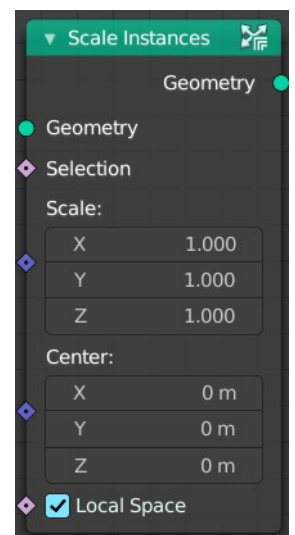
The initial scale.

### **Center**

The pivot point position to scale around.

### **Local Space**

Rotate in world space or in Local Space of the object.



## Output

### **Geometry**

Standard geometry output.

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## Translate Instances

Rotates the instances of a geometry.

## Inputs

### **Geometry**

Standard geometry input.

### **Selection**

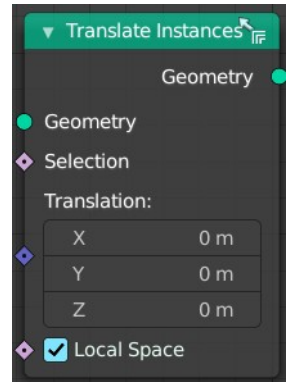
A selection of the geometry.

### **Translation**

The amount to move.

### **Local Space**

Rotate in world space or in Local Space of the object.



## Output

### **Geometry**

Standard geometry output.

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## Instance Rotation

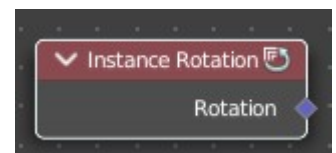
Retrieves the rotation of the instances.

## Output

### **Rotation**

Vector Field output

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## Instance Scale

Retrieves the scale of an instances.

## Output

### *Scale*

Vector Field output

