

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

Table of content

Detailed table of content.....	1
Add menu - Mesh Primitives.....	4
Cone.....	4
Cube.....	5
Cylinder.....	5
Grid.....	6
Ico Sphere.....	7
Mesh Circle.....	7
Mesh Line.....	8
UV Sphere.....	9

Detailed table of content

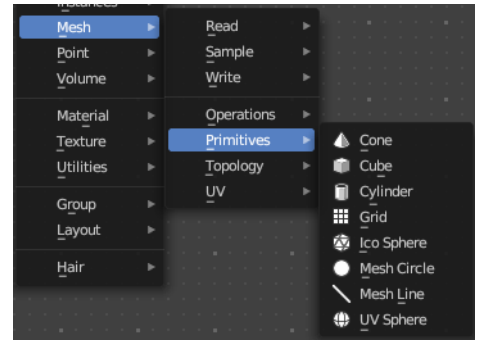
Detailed table of content

Detailed table of content.....	1
Add menu - Mesh Primitives.....	4
Cone.....	4
Input.....	4
Vertices.....	4
Radius Top.....	4
Side Segments.....	4
Fill Segments.....	4
Radius Bottom.....	4
Depth.....	4
Properties.....	4
Fill Type.....	4
None.....	4
N-Gon.....	4
Triangles.....	5
Outputs.....	5
Geometry.....	5
Cube.....	5
Input.....	5
Size.....	5
Vertices.....	5
Output.....	5
Geometry.....	5
Cylinder.....	5
Input.....	5
Vertices.....	5
Side Segments.....	5
Fill Segments.....	5
Radius.....	6
Depth.....	6

Properties.....	6
Fill Type.....	6
None.....	6
N-Gon.....	6
Triangles.....	6
Outputs.....	6
Geometry.....	6
Grid.....	6
Input.....	6
Size.....	6
Vertices X.....	6
Vertices Y.....	6
Outputs.....	7
Geometry.....	7
Ico Sphere.....	7
Input.....	7
Radius.....	7
Subdivisions.....	7
Outputs.....	7
Geometry.....	7
Mesh Circle.....	7
Input.....	7
Vertices.....	7
Radius.....	7
Properties.....	7
Fill Type.....	7
None.....	8
N-Gon.....	8
Triangles.....	8
Outputs.....	8
Geometry.....	8
Mesh Line.....	8
Input.....	8
Count.....	8
Start Location.....	8
Offset.....	8
Properties.....	8
Mode.....	8
Offset.....	8
End Points.....	8
Count Mode.....	8
Count.....	8
End Points.....	9
Outputs.....	9
Geometry.....	9
UV Sphere.....	9
Input.....	9
Segments.....	9
Rings.....	9
Radius.....	9
Outputs.....	9
Geometry.....	9

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.

Side Segments

Adjust the number of segments at the side.

Fill Segments

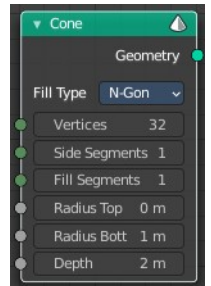
Adjust the number of segments at the fill faces.

Radius Bottom

The initial radius at the bottom.

Depth

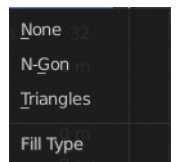
The initial height.



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 Cubeoid mesh.

Input

Size

The initial size in X , Y and Z dimensions

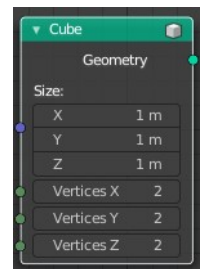
Vertices

How much vertices the single edges has. This allows to subdivide the cube.

Output

Geometry

Standard geometry output.



Cylinder

Cylinder creates a Cylinder mesh.

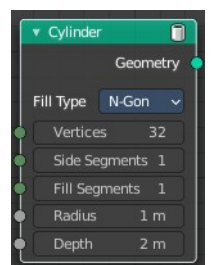
Input

Vertices

Number of vertices.

Side Segments

Adjust the number of segments at the side.



Fill Segments

Adjust the number of segments at the fill faces.

Radius

The initial radius.

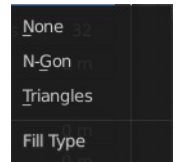
Depth

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

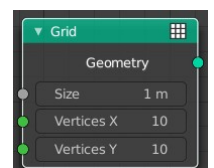
The initial size.

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.

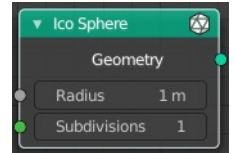
Subdivisions

The initial subdivisions.

Outputs

Geometry

Standard geometry output.



Mesh Circle

Circle creates a Circle mesh.

Input

Vertices

Number of vertices.

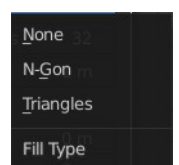
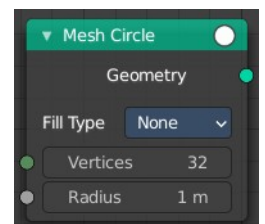
Radius

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.

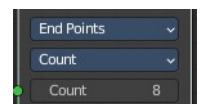
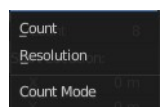
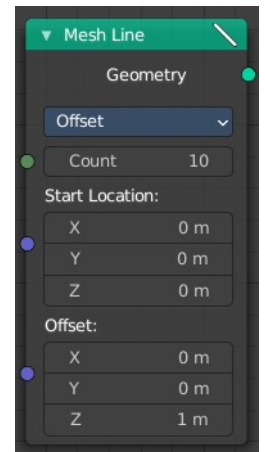
End Points

Specify the line start and endpoints.

Count Mode

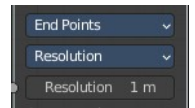
Count

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.

