

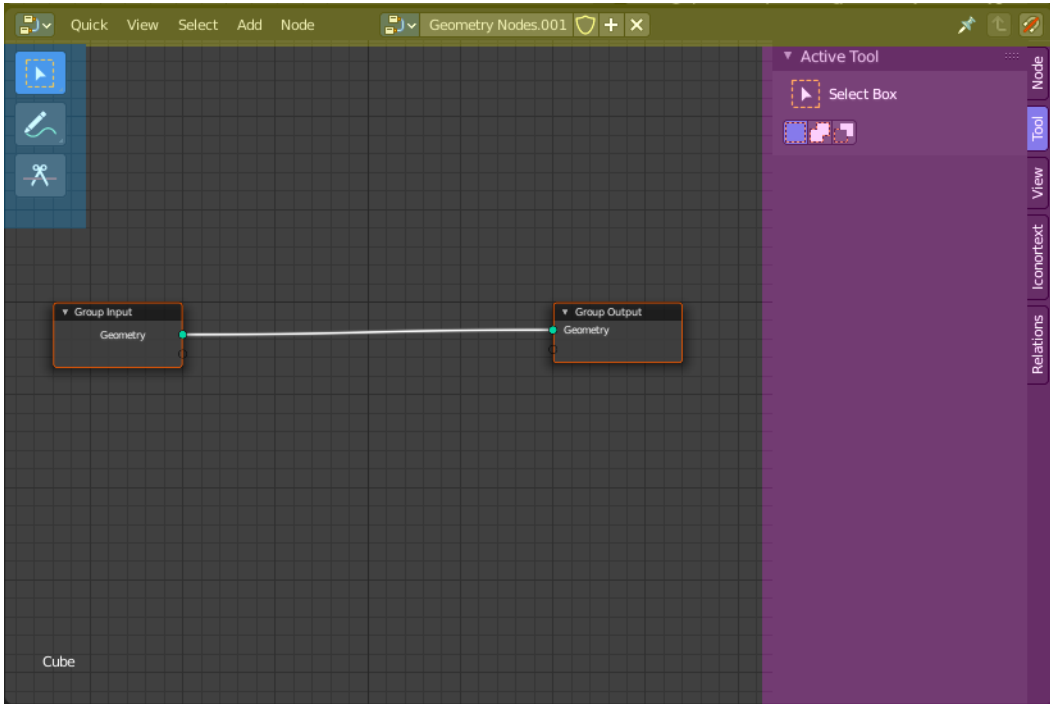


12 Editors - Geometry Node Editor

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Geometry Nodes Editor



The geometry node editor is an editor where you can modify the geometry of objects by nodes.

When you add a node then a modifier gets added too. Geometry nodes are tied to this modifier.

The editor is divided into several areas has several tool areas.

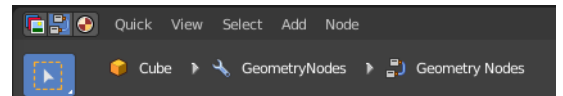
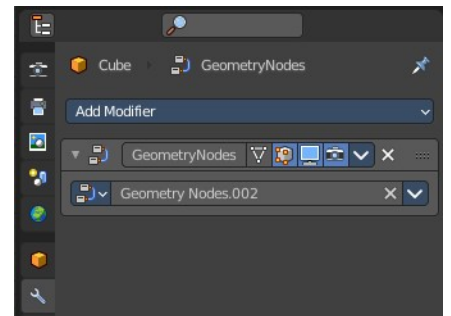
Yellow – Header

Blue - Tool Shelf

Pink - Sidebar

Note that the shader editor does not have a tool area above the header. All tool settings are in the sidebar in the Tool tab.

The node editor displays a breadcrumb at the upper left when a geometry node tree exists. It is just a visual hint, and has no further functionality.



Navigating in the Geometry Nodes Editor viewport

Hotkeys

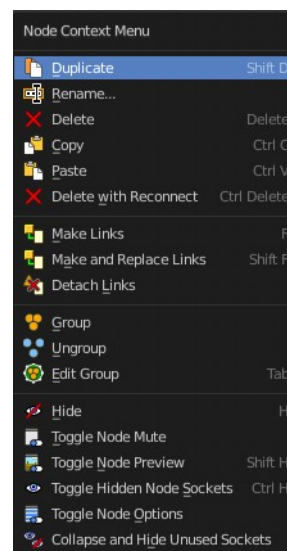
Pan the view - MMB

Zoom - Mouse Wheel, MMB+CTRL, Numpad + / -

View All - Home

Node context menu

When you double right click into the viewport, then you will open a menu. The UV Context menu. Its content is to 100% double content to already existing menus. And it is despite the name not contextual.

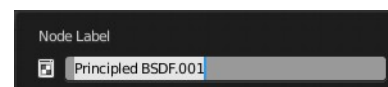


Duplicate

Duplicates the selected nodes.

Rename

Allows you to rename the current active node. A popup opens up where you can type in another name.



Delete

Deletes the selected nodes. All Connections gets removed.

Copy

Copies the selected nodes.

Paste

Pastes the copied nodes.

Delete with Reconnect

Deletes the selected nodes. Existing connections gets bypassed as if the node would not have existed.

Make Links

Tries to connect nodes where it makes sense. For example, the BSDF output of a Principled shader with the Surface input of the Material Output node.

Make and Replace Links

Same as Make Links. But it will replace existing links.

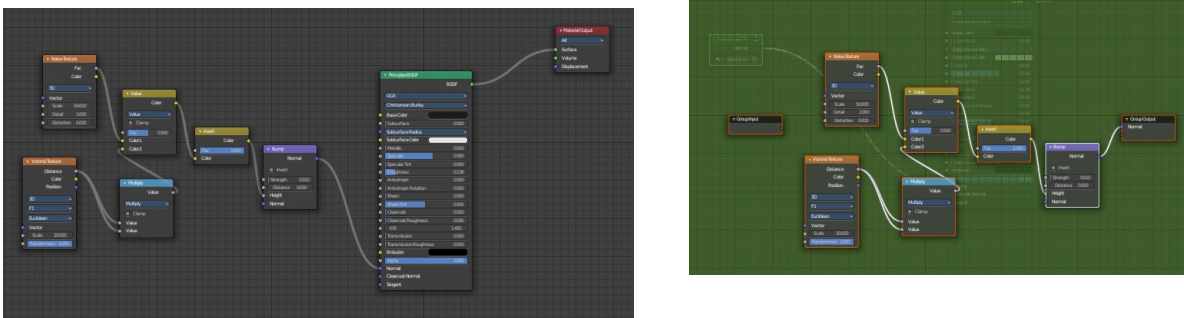
Detach Links

Removes all connections from the selected node, but tries to reconnect the remaining nodes.

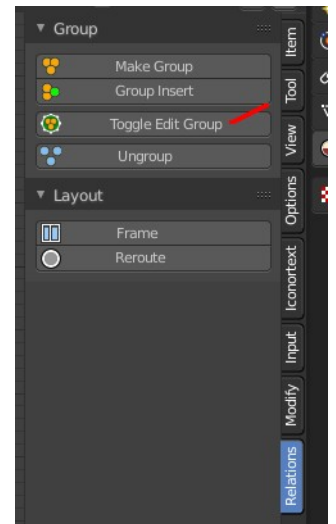
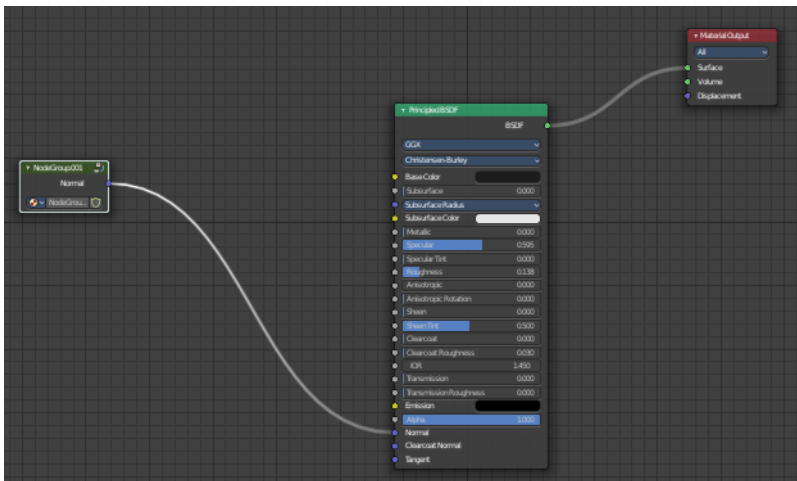
Group

Groups the selected nodes together.

Select the nodes that you want to group together. Choose Make Group. You will now see a green background. This indicates that the group is created, and that you are in edit mode for the group now.

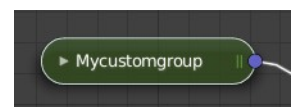
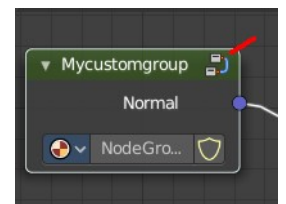


To exit the group edit mode press Tab key, or choose Toggle Edit Group menu item in the sidebar in the Relations tab in the Group panel. That way you can also enter the Group Edit mode again.

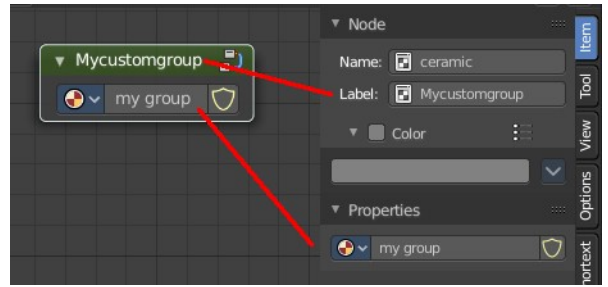


There is a third way to enter the group edit mode. Click at the right upper icon of the group node.

A group can be further collapsed by clicking at the triangle button in the upper left corner.



The group can be renamed in the sidebar in the Item tab and in the Properties tab in the Node panel.



Ungroup

Removes the selected nodes from a group.

Edit Group

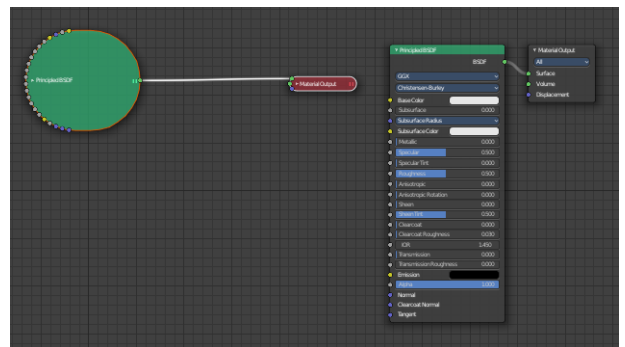
Edits a group of nodes.

Hide

Collapses the node display. Left hidden, right the original nodes.

Toggle Node Mute

Makes the current selected node active or inactive. This feature does not work with the material output node.

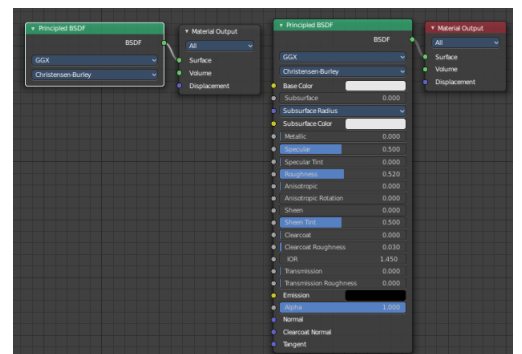


Toggle Node Preview

No idea. It is not to find out what gets previewed under what circumstances. And the feature is not to find in the Blender manual.

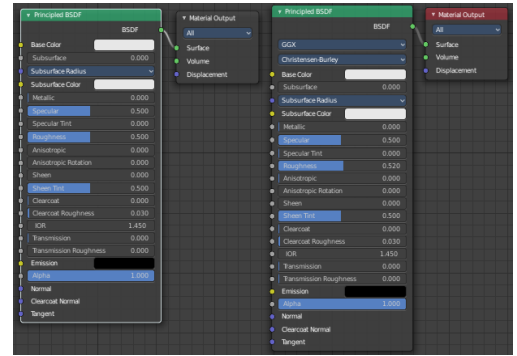
Toggle Hidden Node Sockets

Shows or hides the node sockets.



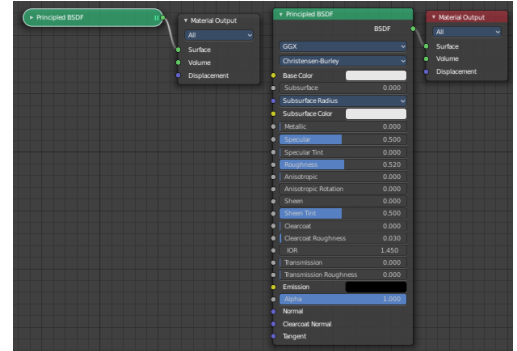
Toggle Node Options

Shows or hides the node options.



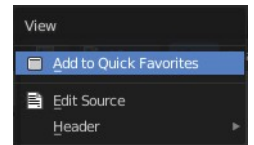
Collapse and Hide Unused Sockets

Shows or hides unused sockets.



Quick Favorites menu

When you right click at a menu or a button, then a right click menu will open. Tools have usually a Add to Quick Favorites menu entry.



The Quick Favorites Menu is empty by default. With Add to Quick favorites you can add this menu to the Quick menu.

In the 3D view we have a menu called Quick in the header, which shows this content then. In the Image Editor you can just call it with its hotkey. Q. It has no regular menu entry here.

