

12.1.15 Editors - Geometry Nodes Editor - Header - Add Menu - Geometry

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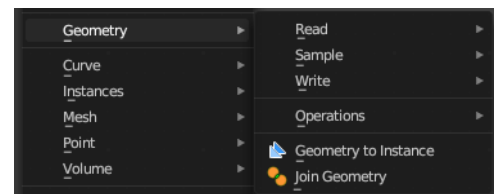
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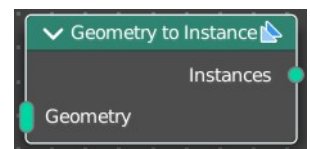
Add menu - Geometry

Here you find nodes to modify the geometry.



Geometry to Instance

Turns every connected input geometry into an instance. These instances can then for example be used in the Instance on Points node.



Inputs

Geometry

The input geometry.

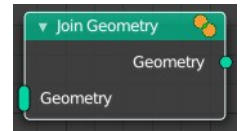
Outputs

Instances

The output instances.

Join Geometry

The Join Geometry enables you to merge separately generated pieces of geometry into a single one. In case that the inputted pieces contain different types of geometry, the output will contain multiple types of geometry.



Inputs

Geometry

Standard geometry input.

Output

Geometry

Standard geometry output.