

12.1.22 Editors - Geometry Nodes Editor - Header - Add Menu - Instances

Table of content

Detailed table of content.....	1
Add menu - Instances.....	3
Instance on Points.....	3
Instances to Points.....	4
Realize Instances.....	4
Rotate Instances.....	5
Scale Instances.....	6
Translate Instances.....	6
Set Instance Transform.....	7
Instance Transform.....	7
Instance Rotation.....	8
Instance Scale.....	8

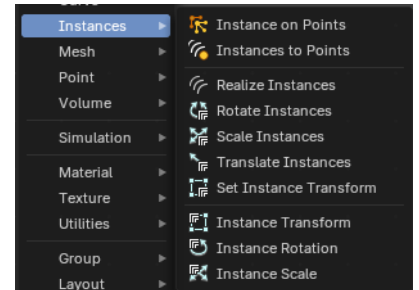
Detailed table of content

Detailed table of content

Detailed table of content.....	1
Add menu - Instances.....	3
Instance on Points.....	3
Inputs.....	3
Points.....	3
Selection.....	3
Instance.....	3
Pick Instance.....	3
Instance Index.....	3
Rotation.....	3
Scale.....	3
Output.....	4
Instances.....	4
Instances to Points.....	4
Inputs.....	4
Instances.....	4
Selection.....	4
Position.....	4
Radius.....	4
Output.....	4
Instances.....	4
Realize Instances.....	4
Inputs.....	4
Geometry.....	4
Outputs.....	5
Geometry.....	5
Rotate Instances.....	5
Inputs.....	5

Geometry.....	5
Selection.....	5
Rotation.....	5
Pivot Point.....	5
Local Space.....	5
Output.....	5
Geometry.....	5
Scale Instances.....	6
Inputs.....	6
Geometry.....	6
Selection.....	6
Scale.....	6
Center.....	6
Local Space.....	6
Output.....	6
Geometry.....	6
Translate Instances.....	6
Inputs.....	6
Geometry.....	6
Selection.....	6
Translation.....	6
Local Space.....	6
Output.....	7
Geometry.....	7
Set Instance Transform.....	7
Inputs.....	7
Instances.....	7
Selection.....	7
Transform.....	7
Output.....	7
Instances.....	7
Instance Transform.....	7
Output.....	7
Transform.....	7
Instance Rotation.....	8
Output.....	8
Rotation.....	8
Instance Scale.....	8
Output.....	8
Scale.....	8

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

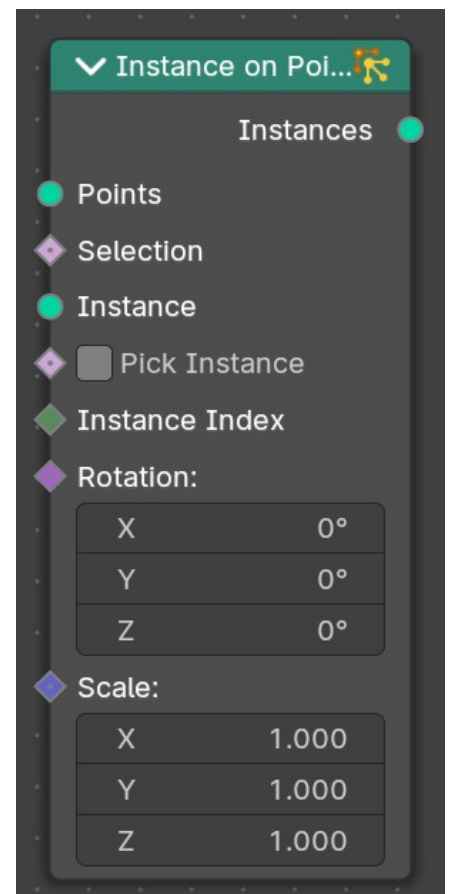
The instance of the index

Rotation

The initial rotation. This is a rotation socket.

Scale

The initial scale.



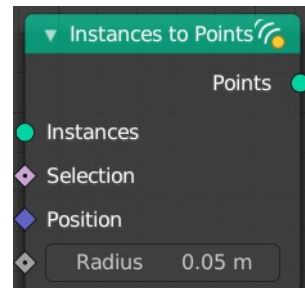
Output

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.

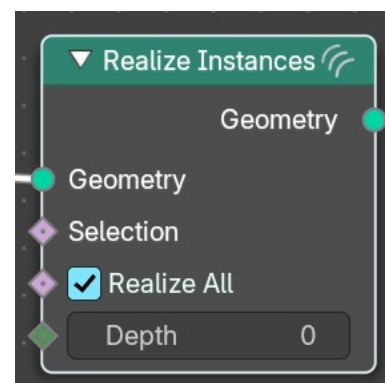
Realize Instances

Makes the instances in the geometry input real. This means each instance becomes its own object with unique mesh data. This node is useful to realize instances either on everything or to a level of instance depth.

Inputs

Geometry

Geometry Input.



Selection

Geometry Input.

Realize All

Boolean Input. This realizes all level of nested instances for a top-level realization of instances. This overrides the value of the Depth input.

Depth Input

Number of levels of nested instances to realize for each top-level instance.

Note: Only relevant when Realize All is toggled off.

Outputs

Geometry

Geometry outputs.

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.

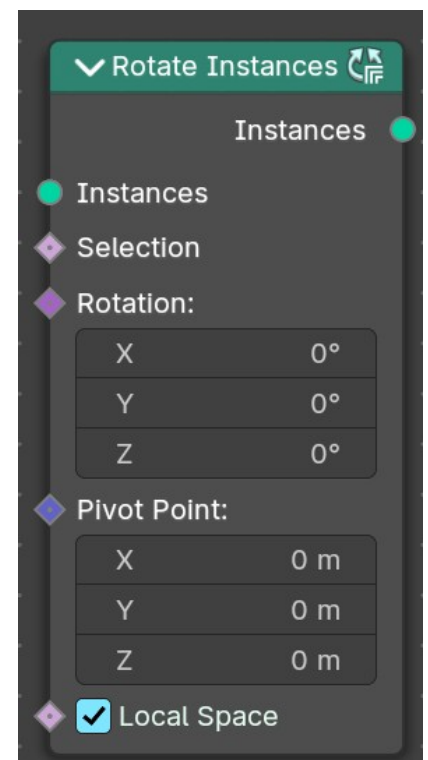
Local Space

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.

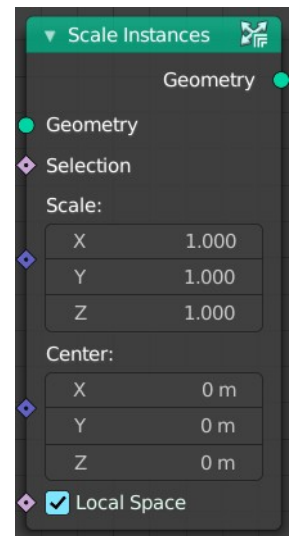
Local Space

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

Output

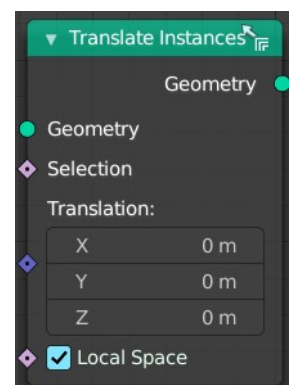
Geometry

Standard geometry output.



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.

Set Instance Transform

This node allows replacing the transformation of every instance by providing a matrix.

Inputs

Instances

The input instances.

Selection

A selection of the geometry.

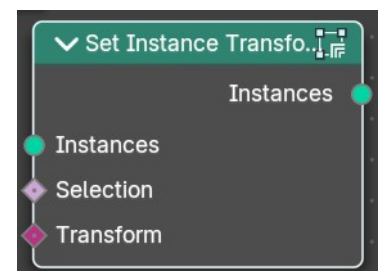
Transform

The transform matrix that you want to apply to every instance.

Output

Instances

The output instances.



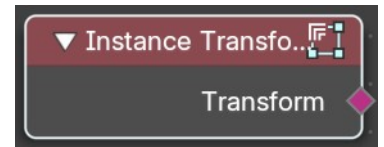
Instance Transform

Retrieves the transform of the instances.

Output

Transform

Transform Field output.



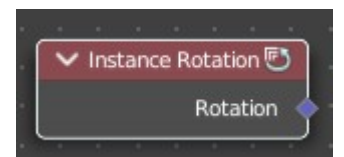
Instance Rotation

Retrieves the rotation of the instances.

Output

Rotation

Vector Field output



Instance Scale

Retrieves the scale of an instances.

Output

Scale

Vector Field output

