



12.1.23 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh - Sample

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Add menu - Mesh - Sample

Nodes to modify the mesh geometry.



Sample Nearest Surface

Calculate the interpolated value of a mesh attribute on the closest point of its surface.

Inputs

Mesh

Input mesh.

Value

The value to calculate.

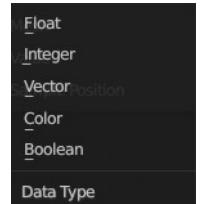
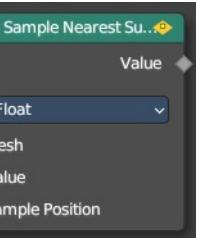
Sample Position

The sample position to calculate.

Properties

Data Type

Which data to calculate.



Outputs

Value

The output value.

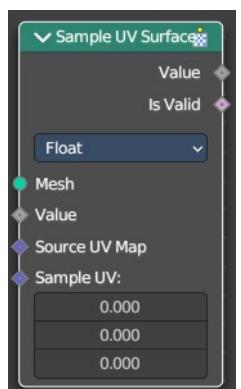
Sample UV Surface

Calculate the interpolated value of a mesh attribute at a UV coordinate.

Inputs

Mesh

Input mesh.



Value

The value to calculate.

Source UV Map

The input UV map.

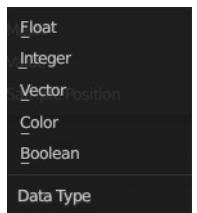
Sample UV

The sample position to calculate.

Properties

Data Type

Which data to calculate.



Outputs

Value

The output value.

Is Valid

Whether the node could find a single face to sample at the uv coordinate.