

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

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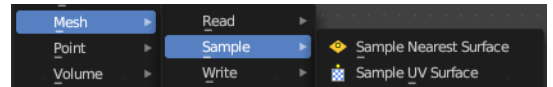
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## Add menu - Mesh - Sample

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**

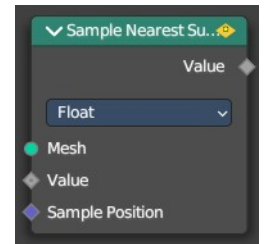
Input mesh.

##### **Value**

The value to calculate.

##### **Sample Position**

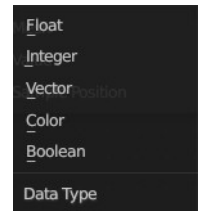
The sample position to calculate.



#### Properties

##### **Data Type**

Which data to calculate.



#### Outputs

##### **Value**

The output value.

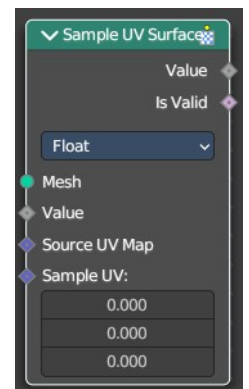
### Sample UV Surface

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.

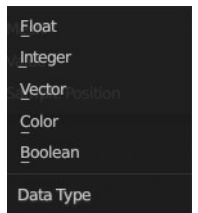
### ***Sample UV***

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.