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

Table of content

Detailed table of content....1
Add menu - Mesh - Sample....2
Sample Nearest Surface....2
Sample UV Surface....3

Detailed table of content

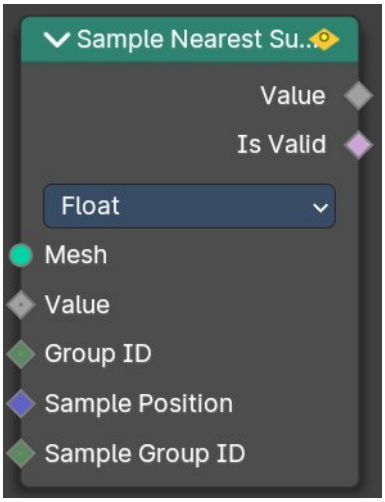
Detailed table of content

Detailed table of content....1
Add menu - Mesh - Sample....2
Sample Nearest Surface....2
Inputs....2
Mesh....2
Value....2
Group ID....2
Sample Position....2
Sample Group ID....2
Properties....2
Data Type....2
Outputs....2
Value....2
Is Valid....2
Sample UV Surface....3
Inputs....3
Mesh....3
Value....3
Source UV Map....3
Sample UV....3
Properties....3
Data Type....3
Outputs....3
Value....3
Is Valid....3

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.

Group ID

Is evaluated on the face domain, and splits the input mesh into multiple parts, each with its own id.

Sample Position

The sample position to calculate.

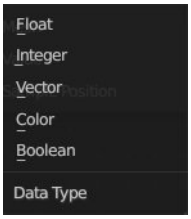
Sample Group ID

Determines in which group the closest nearest surface is detected.

Properties

Data Type

Which data to calculate.



Outputs

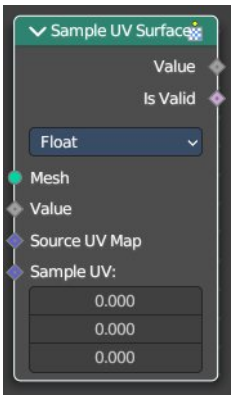
Value

The output value.

Is Valid

Wether the sampling was successful. It is false when the sampled group is empty.

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.

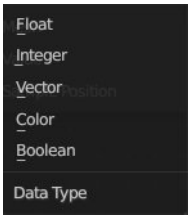
Sample UV

The sample position to calculate.

Properties

Data Type

Which data to calculate.



Outputs

Value

The output value.

Is Valid

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