

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

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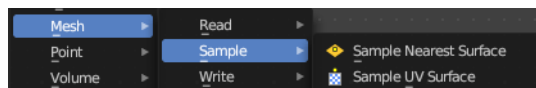
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Add menu - Mesh - Sample

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.

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.

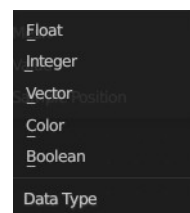
Sample Group ID

Determines in which group the closest nearest surface is detected.

Properties

Data Type

Which data to calculate.



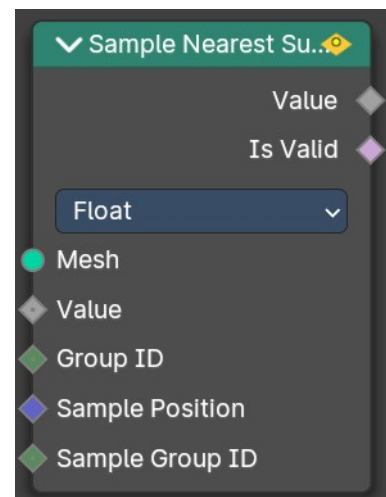
Outputs

Value

The output value.

Is Valid

Whether 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.

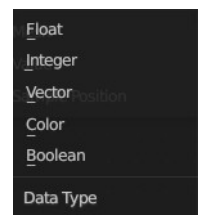
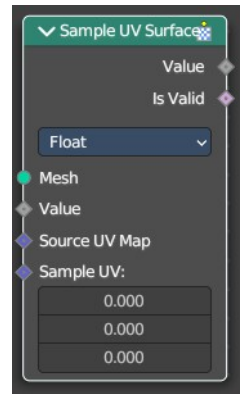
Sample UV

The sample position to calculate.

Properties

Data Type

Which data to calculate.



Outputs

Value

The output value.

Is Valid

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