

12.1.25 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh

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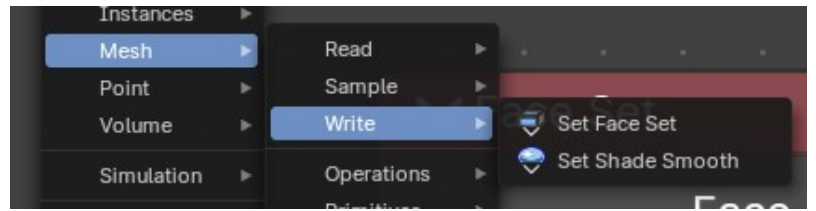
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Add menu - Mesh - Write

These are nodes for working with Mesh data.



Set Face Set – Tool Mode

Set sculpt face set values for faces based on a selection and face set ID, for tool execution.

This node is only available in the Tool Mode for Node Group Tools assets.

Input

Mesh

Geometry Input mesh.

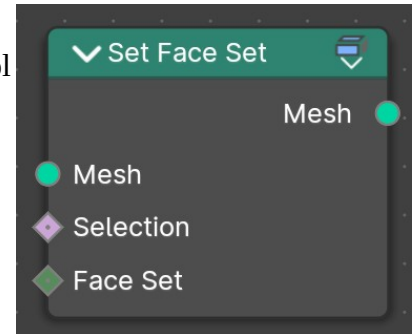
Selection

A selection of the input mesh,

Outputs

Mesh

Geometry output mesh.



Set Shade Smooth

Retrieves if the geometry is shaded smooth.

Input

Geometry

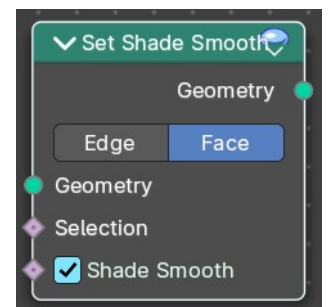
Input mesh.

Selection

A selection of the input mesh.

Shade Smooth

Set the shading to smooth.



Properties

Domain

Edge

Set Edge to smooth.

Face

Set Face to smooth

Outputs

Geometry

Geometry output.