



## 12.1.26 Editors - Geometry Nodes Editor - Header - Add Menu - Mesh Primitives

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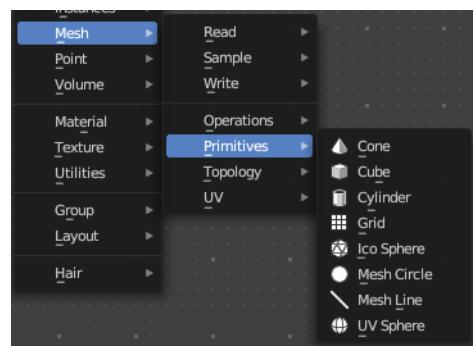
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# Add menu - Mesh - Primitives

Nodes to modify the mesh geometry.



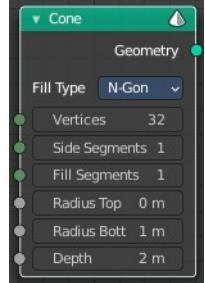
## Cone

Cone creates a Cone mesh.

### Input

#### Vertices

Number of vertices.



#### Radius Top

The initial radius at the top.

#### Side Segments

Adjust the number of segments at the side.

#### Fill Segments

Adjust the number of segments at the fill faces.

#### Radius Bottom

The initial radius at the bottom.

#### Depth

The initial height.

## Properties

### Fill Type

Defines how the Circle mesh is filled.



#### None

pure edge geometry.

## N-Gon

The circle face is a N-Gon face.

## Triangles

The circle face is triangulated.

## Outputs

### *Geometry*

Standard geometry output.

## Cube

Cube creates a Cubeoid mesh.

### Input

#### **Size**

The initial size in X , Y and Z dimensions

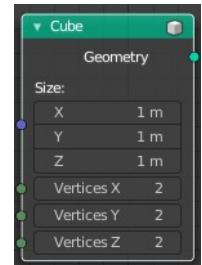
#### **Vertices**

How much vertices the single edges has. This allows to subdivide the cube.

### Output

### *Geometry*

Standard geometry output.



## Cylinder

Cylinder creates a Cylinder mesh.

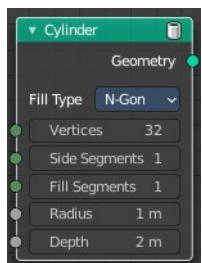
### Input

#### **Vertices**

Number of vertices.

#### **Side Segments**

Adjust the number of segments at the side.



## ***Fill Segments***

Adjust the number of segments at the fill faces.

## ***Radius***

The initial radius.

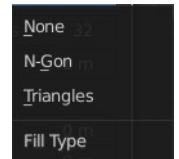
## ***Depth***

The initial height.

## **Properties**

### ***Fill Type***

Defines how the Circle mesh is filled.



#### **None**

pure edge geometry.

#### **N-Gon**

The circle face is a N-Gon face.

#### **Triangles**

The circle face is triangulated.

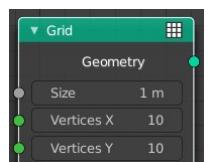
## **Outputs**

### ***Geometry***

Standard geometry output.

## **Grid**

Grid creates a grid mesh.



## **Input**

### ***Size***

The initial size.

### ***Vertices X***

The initial number of vertices in X direction.

### ***Vertices Y***

The initial number of vertices in Y direction.

## Outputs

### **Geometry**

Standard geometry output.

## Ico Sphere

Ico Sphere creates a ico Sphere mesh.



### Input

#### **Radius**

The initial radius.

#### **Subdivisions**

The initial subdivisions.

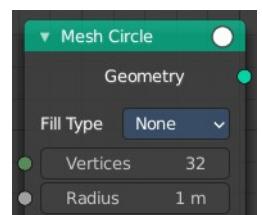
## Outputs

### **Geometry**

Standard geometry output.

## Mesh Circle

Circle creates a Circle mesh.



### Input

#### **Vertices**

Number of vertices.

#### **Radius**

The initial radius.

## Properties

### **Fill Type**

Defines how the Circle mesh is filled.



## None

pure edge geometry.

## N-Gon

The circle face is a N-Gon face.

## Triangles

The circle face is triangulated.

## Outputs

### **Geometry**

Standard geometry output.

## Mesh Line

Line creates a line mesh.

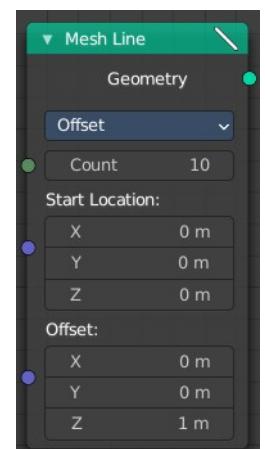
### **Input**

#### **Count**

The initial number of segments.

#### **Start Location**

The initial location.



#### **Offset**

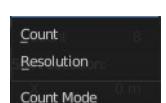
The initial offset.

## Properties

### **Mode**

#### **Offset**

Specify the offset from one vertex to the next.



#### **End Points**

Specify the line start and endpoints.

#### **Count Mode**

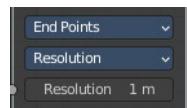
#### **Count**

Specify the number of total vertices.



## End Points

Specify the distance between the vertices.



## Outputs

### *Geometry*

Standard geometry output.

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## UV Sphere

UV Sphere creates a uv sphere mesh.

## Input

### *Segments*

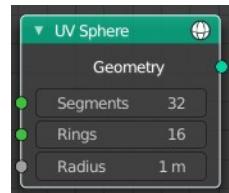
The initial number of segments.

### *Rings*

The initial number of edgerings.

### *Radius*

The initial radius.



## Outputs

### *Geometry*

Standard geometry output.