

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

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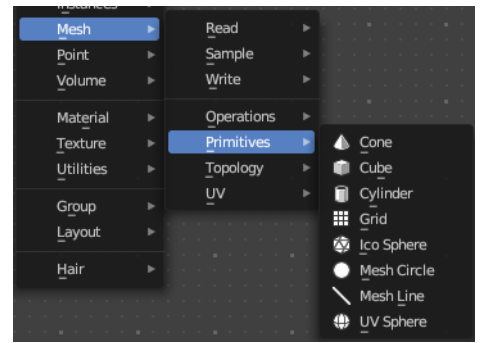
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## Add menu - Mesh - Primitives

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**

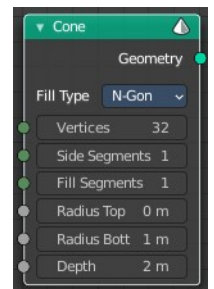
Adjust the number of segments at the fill faces.

##### **Radius Bottom**

The initial radius at the bottom.

##### **Depth**

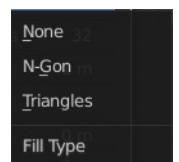
The initial height.



#### 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

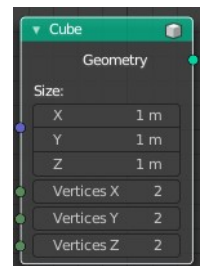
How much vertices the single edges has. This allows to subdivide the cube.

## Output

### Geometry

Standard geometry output.

---



## Cylinder

Cylinder creates a Cylinder mesh.

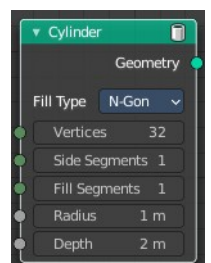
## Input

### 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.

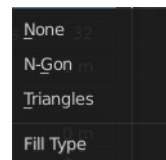
## **Depth**

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**

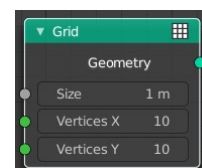
The initial size.

### **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**

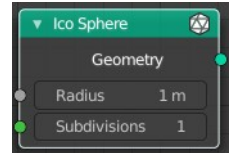
The initial subdivisions.

### Outputs

#### **Geometry**

Standard geometry output.

---



## Mesh Circle

Circle creates a Circle mesh.

### Input

#### **Vertices**

Number of vertices.

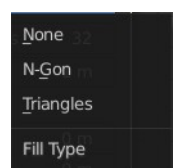
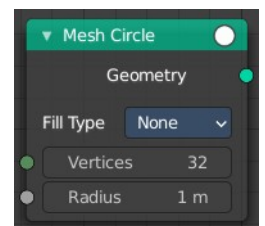
#### **Radius**

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 vertice to the next.

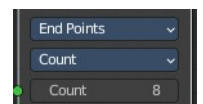
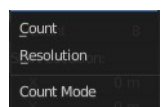
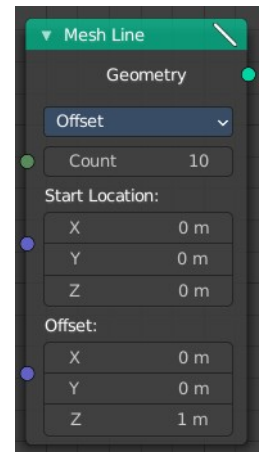
### *End Points*

Specify the line start and endpoints.

### *Count Mode*

### *Count*

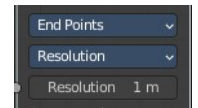
Specify the number of total vertices.





## 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

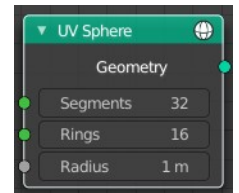
The initial number of segments.

### Rings

The initial number of edgerings.

### Radius

The initial radius.



## Outputs

### Geometry

Standard geometry output.