

12.1.36 Editors - Geometry Nodes Editor - Header - Add Menu - Volume - Read

Table of content

Detailed table of content.....	1
Add menu - Volume - Read.....	2
Get Named Grid.....	2
Grid Info.....	3
Voxel Index.....	3

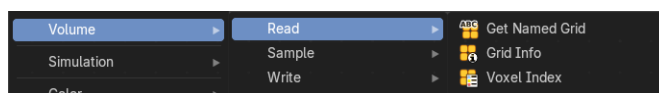
Detailed table of content

Detailed table of content

Detailed table of content.....	1
Add menu - Volume - Read.....	2
Get Named Grid.....	2
Inputs.....	2
Volume.....	2
Name.....	2
Remove.....	2
Properties.....	2
Data Type.....	2
Output.....	2
Volume.....	2
Grid.....	2
Grid Info.....	3
Inputs.....	3
Grid.....	3
Properties.....	3
Data type.....	3
Output.....	3
Transform.....	3
Background Value.....	3
Voxel Index.....	3
Outputs.....	3
X / Y / Z.....	3
Tile subpanel.....	3
Is Tile.....	3
Extend X / Y / Z.....	3

Add menu - Volume - Read

Here you find nodes to modify the volume.



Get Named Grid

Get volume grid from a volume geometry with the specified name

Inputs

Volume

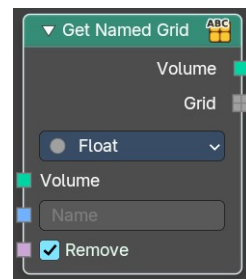
The input volume.

Name

The name of the grid.

Remove

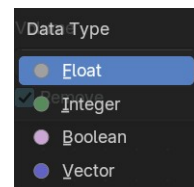
Removes the grid from the volume after retrieve.



Properties

Data Type

The type of data stored in the grid. It determines both, the expected data type of the Grid output, and how it can be used in subsequent nodes.



Output

Volume

The output grid.

Grid

The extracted grid.

Grid Info

Retrieve informations about a grid.

Inputs

Grid

Standard geometry input.

Properties

Data type

The data type to retrieve.

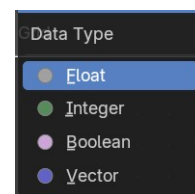
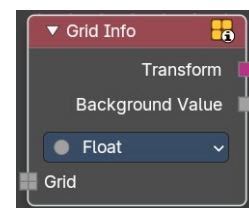
Output

Transform

Transform from grid index space to object space.

Background Value

Default value outside of grid voxels.



Voxel Index

Retrieve the integer coordinates of the voxel that the field is evaluated on.

Outputs

X / Y / Z

Vector 3 output of the voxel.

Tile subpanel

Is Tile

True when the field is evaluated on a tile.

Extend X / Y / Z

Number of voxels in the corresponding direction. Or 1 if the field is evaluated at a voxel.

