

12.1.38 Editors - Geometry Nodes Editor - Header - Add Menu - Volume - Write

Table of content

Detailed table of content.....	1
Add menu - Volume.....	2
Grid Background.....	2
Set Grid Transform.....	3
Store Named Grid.....	3

Detailed table of content

Detailed table of content

Detailed table of content.....	1
Add menu - Volume.....	2
Grid Background.....	2
Inputs.....	2
Grid.....	2
Background.....	2
Properties.....	2
Data Type.....	2
Output.....	2
Grid.....	2
Set Grid Transform.....	2
Inputs.....	3
Grid.....	3
Transform.....	3
Properties.....	3
Data Type.....	3
Output.....	3
Is Valid.....	3
Grid.....	3
Store Named Grid.....	3
Inputs.....	3
Volume.....	3
Name.....	3
Grid.....	3
Properties.....	3
Data Type.....	3
Output.....	4
Volume Geometry.....	4

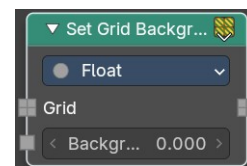
Add menu - Volume

Here you find nodes to modify the volume.



Grid Background

Set the background value used for inactive voxels and tiles.



Inputs

Grid

Standard geometry input.

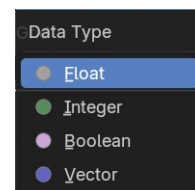
Background

Volume density per voxel. Higher values makes it more dense.

Properties

Data Type

What data type to calculate.



Output

Grid

The grid output.

Set Grid Transform

Set the transform for the grid from index space into object space.

Inputs

Grid

Standard geometry input.

Transform

The input transform.

Properties

Data Type

What data type to calculate.

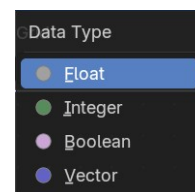
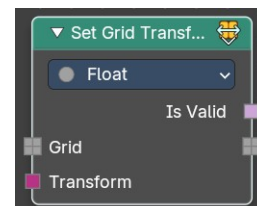
Output

Is Valid

If the new transform is successfully applied and working.

Grid

The grid output.



Store Named Grid

Set the transform for the grid from index space into object space.

Inputs

Volume

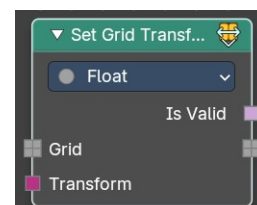
The volume input.

Name

The name

Grid

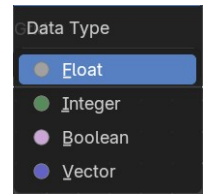
Standard geometry input.



Properties

Data Type

What data type to calculate.



Output

Volume Geometry

The volume geometry to add to.