

12.1.39 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities - Field

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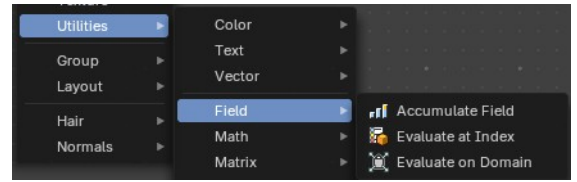
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Add menu - Utilities - Field

Field nodes.



Accumulate Field

Creates a running total of a given Vector, Float, or Int field.

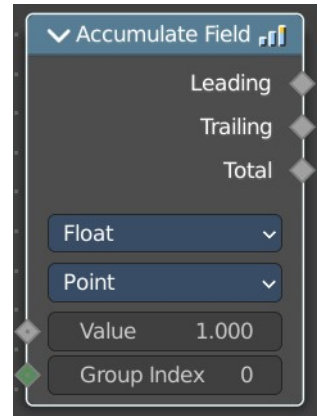
Inputs

Value

The field to be accumulated.

Group Index

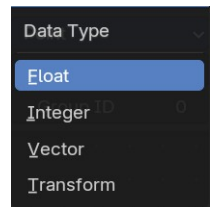
The values of this input are used to aggregate the input into separate 'bins', creating multiple accumulations.



Properties

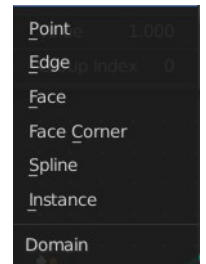
Data Type

What data type to work with.



Domain

From which domain to use the data.



Outputs

Leading and Trailing

Returns the running totals starting at either the first value of each accumulations or 0 if there is no data

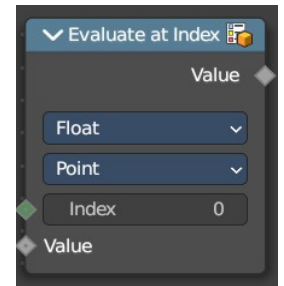
Total

Returns the total accumulation at all positions of the field.

Evaluate at Index

This node allows accessing data of other elements in the context geometry.

It is similar to the Transfer Attribute node in Index mode. The main difference is that this node does not require a geometry input, because the context is used.



Inputs

Index

Input Index.

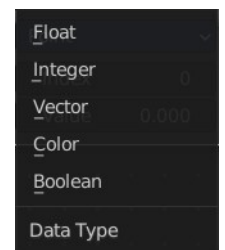
Value

Input Value.

Properties

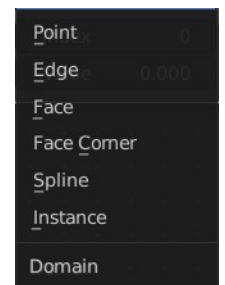
Data Type

What data type to calculate.



Domain

What geometry to calculate.



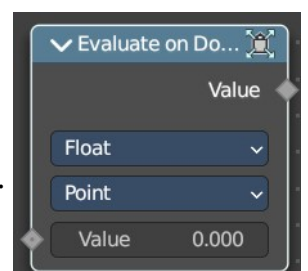
Output

Value

The output value.

Evaluate on Domain

This node evaluates an existing field on a separate domain in a larger field context - an alternative to the Capture Attribute node. This node gets the field type of an existing field from the input socket and interpolates the field type as an array in the output socket.



Inputs

Value

The input value to get the field.

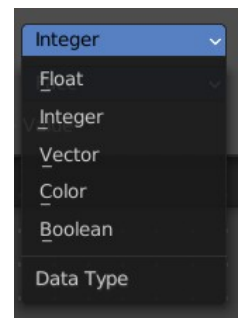
Properties

Data Type

Select the Data Type - which can be float, integer, vector, color and boolean.

Domain

The domain the Field evaluates. This gets and filters the field type. The domain can be point, edge, face, face corner, spline or instance.



Outputs

Value

The output value.

