

12.1.40 Editors - Geometry Nodes Editor - Header - Add Menu - Utilities - Matrix

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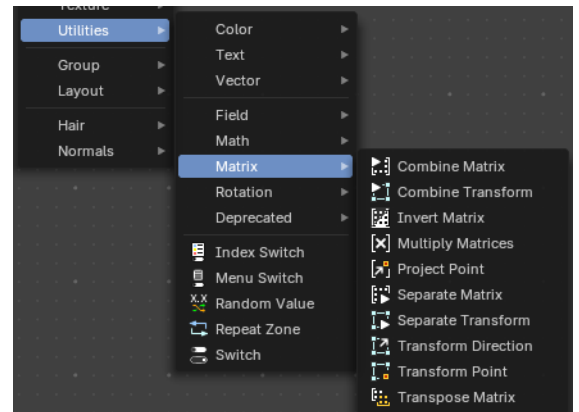
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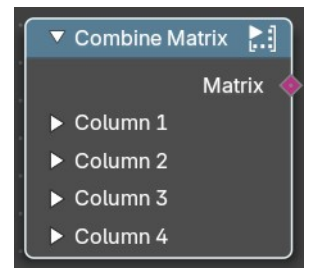
Add menu - Utilities - Matrix

Matrix nodes.



Combine Matrix

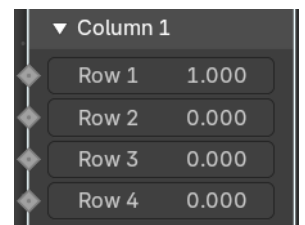
Combines values into a matrix. A matrix is something like a transform cage. A vector 4 in 4 dimensions.



Inputs

Column 1, 2, 3, 4

Allows you to combine values into the matrix. A matrix is made of four vector 4 in 4 dimensions. So 16 values.



Output

Matrix

The output matrix.

Combine Transform

Combines transforms.

Inputs

Translation

The translation input vector.

Rotation

The rotation input vector.

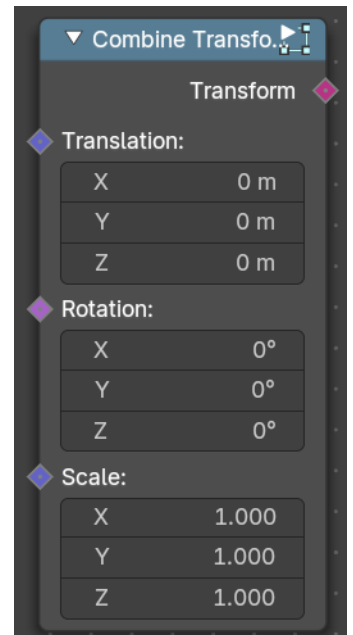
Scale

The scale input vector.

Output

Transform

The output transform.



Invert Matrix

Inverts the matrix values.

Inputs

Matrix

The input matrix.

Output

Matrix

The output matrix.

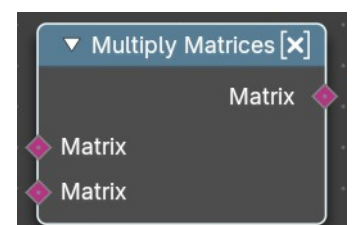
Invertible

The inverted values.



Multiply Matrix

Multiplies the values of two matrices.



Inputs

Matrix, Matrix

The input matrices

Output

Matrix

The output matrix.

Project Point

Projects a transform point by a vector.

Inputs

Vector

The input vector

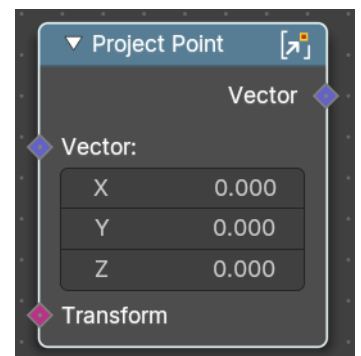
Transform

The input transform point

Output

Vector

The output vector.



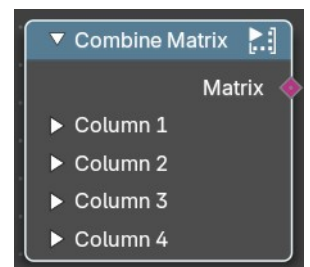
Separate Matrix

Extract single values from a matrix. A matrix is something like a transform cage. A vector 4 in 4 dimensions.

Inputs

Matrix

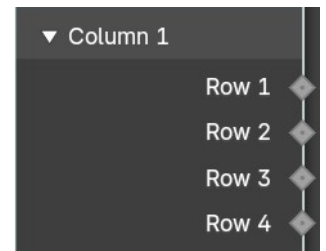
The input matrix.



Output

Column 1 , 2, 3, 4

Extract the values from a row in a column. A matrix is made of four vector 4 in 4 dimensions. So 16 values.



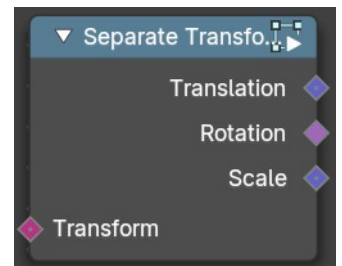
Separate Transform

Extracts the translation, rotation or scale values from a transform.

Inputs

Transform

The input transform.



Output

Translation

The translation output vector.

Rotation

The rotation output vector.

Scale

The scale output vector.

Transform Direction

Set the direction of a transform.

Inputs

Direction

The input vector 3.

Transform

The input transform.



Output

Direction

The output direction.

Transform Point

Transform a transform point.

Inputs

Vector

The input vector 3.

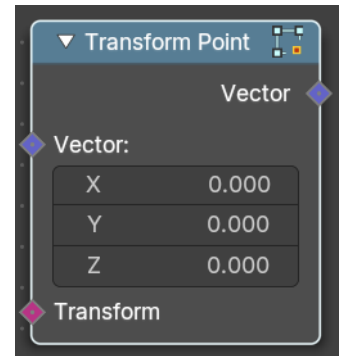
Transform

The input transform.

Output

Direction

The output vector.



Transpose Matrix

Retrieve the transpose matrix from a matrix.

Inputs

Matrix

The input matrix.

Output

Matrix

The output transpose matrix.

