



12.1.40 Editors - Geometry Nodes Editor - Header - Add Menu - Volume - Primitives

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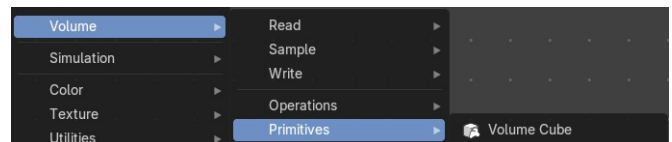
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Add menu - Volume - Primitives

Here you find nodes to modify the volume.



Volume Cube

The Volume Cube node generates a voxel based volume cube primitive that can be used for volume conversion to mesh in conjunction with the Volume to Mesh node.

Inputs

Geometry

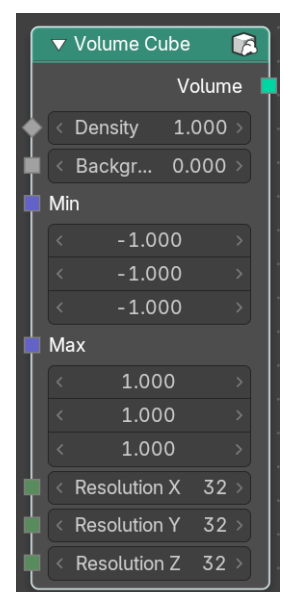
Standard geometry input.

Density

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

Background

Value per voxel outside the cube domain.



Min:

Minimum boundary of the volume cube.

Max:

Maximum boundary of the volume cube.

Resolution X

Number of volume voxules in the X axis.

Resolution Y

Number of volume voxules in the Y axis.

Resolution Z

Number of volume voxules in the Z axis.