



## 12.1.6 Editors - Geometry Node Editor - Header - Add Menu - Attribute

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### Detailed table of content

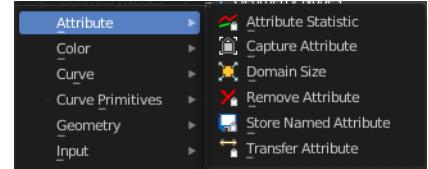
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# Add menu

The Attribute menu contains the attribute nodes. These nodes allows you to work with object attributes.



## Attribute Statistics

Retreive statistic values from the input mesh.

### Inputs

#### *Geometry*

Standard geometry input.

#### *Selection*

A selection of the geometry input.

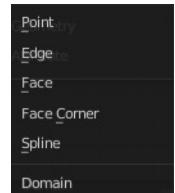
#### *Attribute*

Attribute to get the statistics from.

## Properties

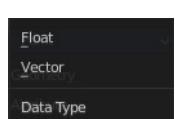
#### *Domain Type*

From which domain to retreive the data.



#### *Data Type*

What data type to use.



Float will output a single floating point value.

Vector will output a vector 3 with floating point values.

## Outputs

Outputs the statistics for the different types.

#### *Mean*

The average value of all data.

## **Median**

The median value of all data.

## **Sum**

The sum value of all data.

## **Min**

The min value of all data.

## **Max**

The max value of all data.

## **Range**

The difference between the max and min value.

## **Standard Deviation**

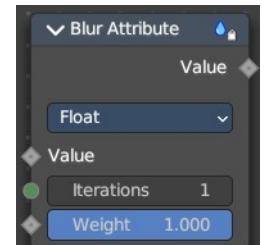
How much values differ from the mean. A low standard deviation indicates that the values are grouped tightly together at the mean. A high standard deviation indicates that the values are spread out over a large range.

## **Variance**

The variance of all data, defined as the square of the standard deviation.

## **Blur Attribute**

The Blur Attribute mixes values of neighbour elements.



### **Inputs**

#### **Value**

Name of the attribute that is used as input. It should be a float attribute with values between zero and one.

#### **Iterations**

How many times to blur the values for all elements.

#### **Weight**

Relative mix weight of neighbouring elements.

## Properties

### Data Type

What data type to use.



### Outputs

### Value

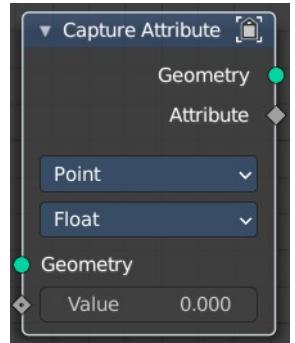
The output value.

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## Capture Attribute

The Capture Attribute node stores the result of a field on a geometry, and outputs the data as a node socket so it can be used by other nodes.

The result is stored on the geometry just like a regular attribute with a name. But instead of referencing it with a name, it is retrieved whenever the socket is connected to the input of a node. Later on when evaluating the node tree, the attribute will be removed automatically if it is no longer used.



## Inputs

### Geometry

Standard geometry input.

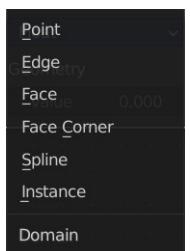
### Value

Name of the attribute that is used as input. It should be a float attribute with values between zero and one.

## Properties

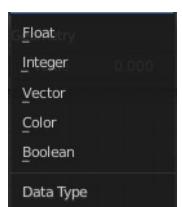
### Domain Type

In which domain to store the data.



### Data Type

What data type to use.



## Outputs

### **Geometry**

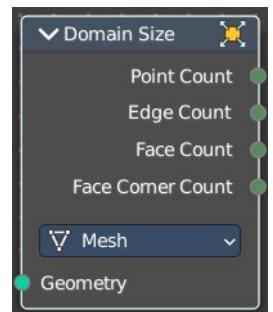
Standard geometry output.

### **Attribute**

Attribute output.

## Domain Size

The Domain Size node has a single geometry input and a selection for the component type. And outputs containing single values for the related domains are shown, based on this chosen component.



## Input

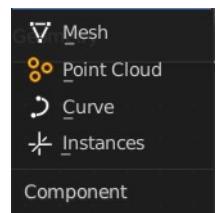
### **Geometry**

Geometry input.

## Properties

### **Component**

What component to calculate.

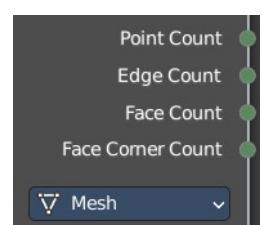


## Output

### **With type mesh**

#### **Point Count**

The point count of the mesh.



#### **Edge Count**

The edge count of the mesh.

#### **Face Count**

The face count of the mesh.

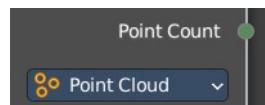
#### **Face Corner Count**

The face corner count of the mesh.

## With type Point Cloud

### Point Count

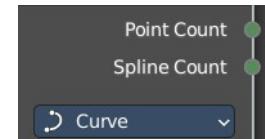
The point count of the point cloud.



## With type Curve

### Point Count

The point count of the curve.



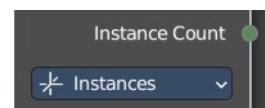
### Spline Count

The number of splines in the curve.

## With type Instances

### Instances count

How many instances the input geometry has.

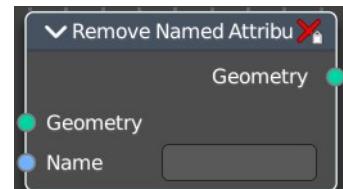


## Remove Named Attribute

### Input

#### **Geometry**

Geometry input.



#### **Name**

The attribute name that you want to remove.

### Outputs

#### **Geometry**

The output geometry.

## Store Named Attribute

Puts the results of a field in a named attribute.

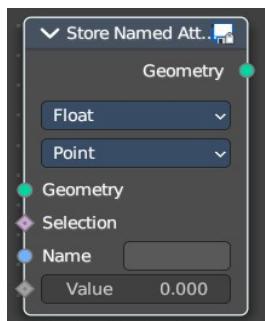
### Input

#### **Geometry**

Geometry input.

#### **Selection**

Selection input.



## Name

The attribute name that you want to store.

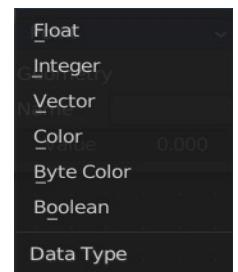
## Value

The value that is connected with the stored attribute.

## Properties

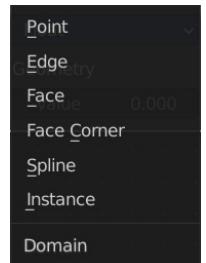
### Data Type

The type for the source and result data.



### Domain

What element to use.



## Outputs

### Geometry

The output geometry.