



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

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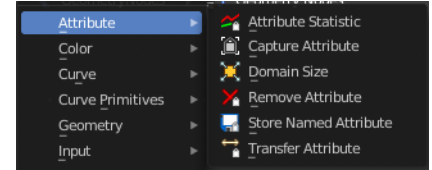
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Add menu

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



Attribute Statistics

Retrieve statistic values from the input mesh.

Inputs

Geometry

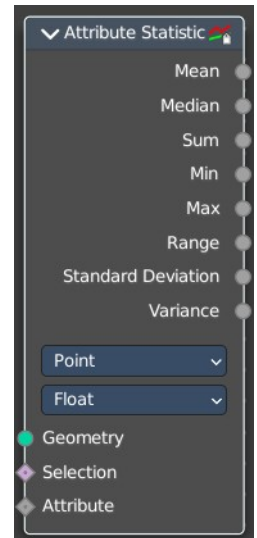
Standard geometry input.

Selection

A selection of the geometry input.

Attribute

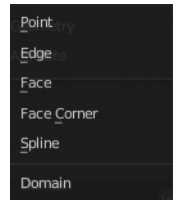
Attribute to get the statistics from.



Properties

Domain Type

From which domain to retrieve the data.

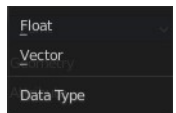


Data Type

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 Derivation

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

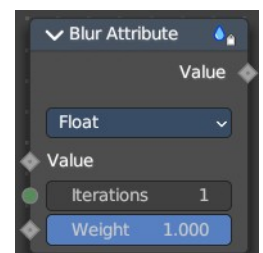
Name of the attribute that is used as input. It should be a float attribute with values between zero and one.

Iterations

How many times to blur the values for all elements.

Weight

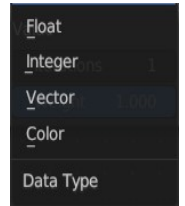
Relative mix weight of neighbouring elements.



Properties

Data Type

What data type to use.



Outputs

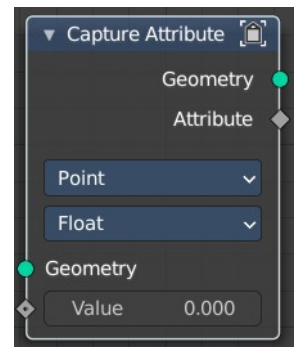
Value

The output value.

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.

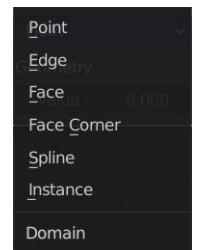
Value

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

Properties

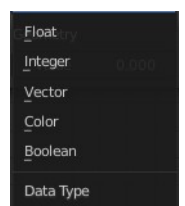
Domain Type

In which domain to store the data.



Data Type

What data type to use.



Outputs

Geometry

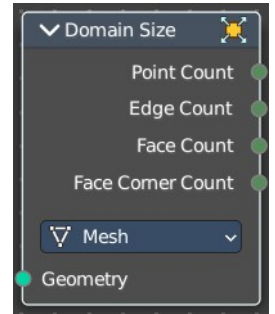
Standard geometry output.

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

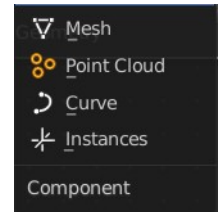
Geometry

Geometry input.

Properties

Component

What component to calculate.



Output

With type mesh

Point Count

The point count of the mesh.

Edge Count

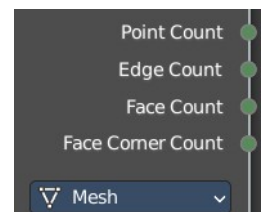
The edge count of the mesh.

Face Count

The face count of the mesh.

Face Corner Count

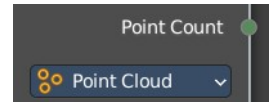
The face corner count of the mesh.



With type Point Cloud

Point Count

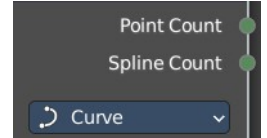
The point count of the point cloud.



With type Curve

Point Count

The point count of the curve.



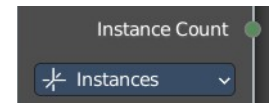
Spline Count

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.

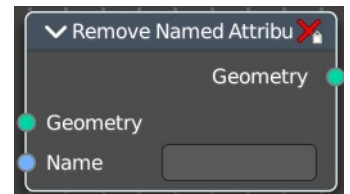
Name

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.

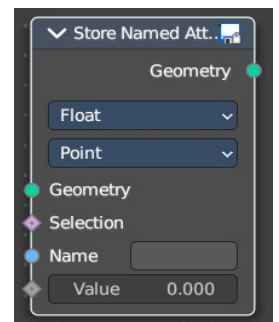
Input

Geometry

Geometry input.

Selection

Selection input.



Name

The attribute name that you want to store.

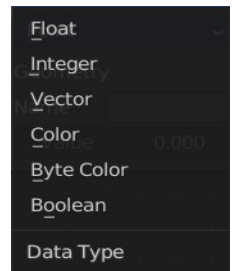
Value

The value that is connected with the stored attribute.

Properties

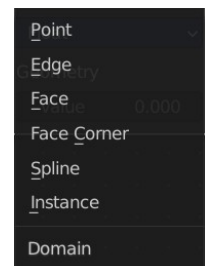
Data Type

The type for the source and result data.



Domain

What element to use.



Outputs

Geometry

The output geometry.