

12.1.6 Editors - Geometry Nodes Editor - Header - Add Menu - Input - Constant

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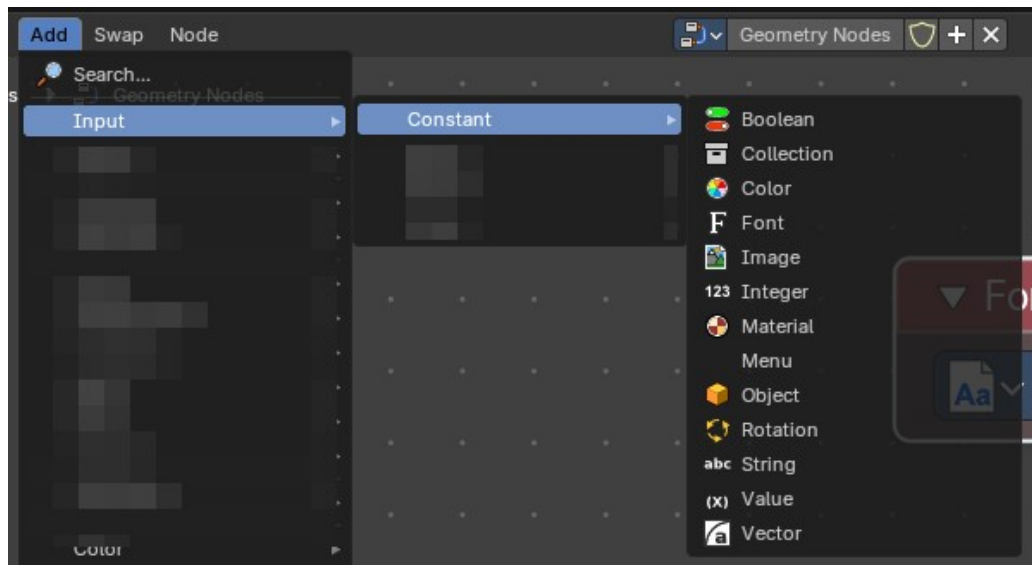
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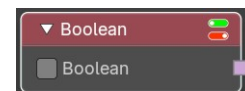
Add menu - Input - Constant

Here you find input nodes.



Boolean

Inputs a boolean value.



Properties

Value

The input boolean.

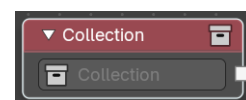
Outputs

Boolean

The boolean state.

Collection

Outputs a single collection.



Properties

Collection

The collection to select from the scene.

Outputs

Collection

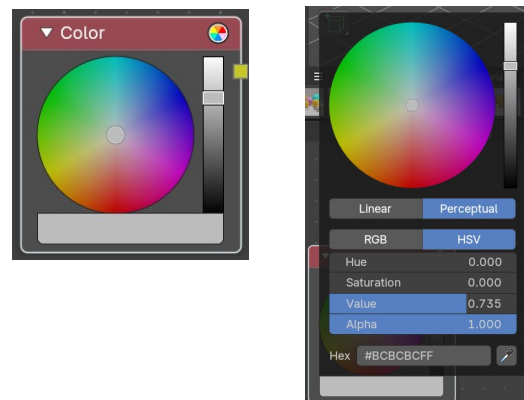
The collection data useful to get instances as children.

Color

Define a input color.

This node is a color wheel.

Clicking at the color field at the bottom will reveal the standard Blender color dialog, where you can input numeric values.



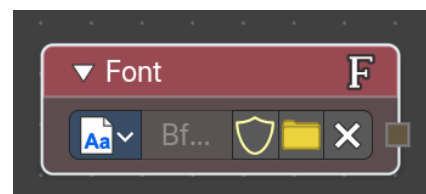
Outputs

Color

Standard color output.

Font

Provides a constant reference to a font data inside Geometry Nodes. Useful for procedural text generation, typography-driven effects, and node-based workflows where font consistency is required



Parameters

Font Selector

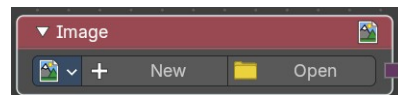
Dropdown or file browser to choose the font datablock. Can reference internal fonts or external font files.

Output

Provides a **Font datablock reference** that other nodes can consume. Typically used as input for text-related nodes.

Image

Add a input image.



Properties

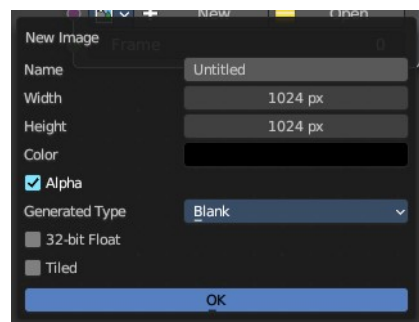
Image

Load or connect a image.

New

Create a new image.

Opens a new image dialog where you can adjust the color, size and further settings.



Open

Open a existing image.

Image prop

Image browser

A list of available images

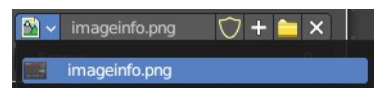


Image name

The name of the image

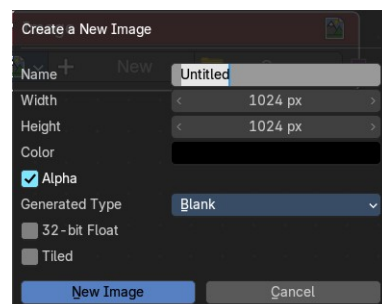
Fake user

Add a fake user to this asset.

New

Create a new image.

Opens a new image dialog where you can adjust the color, size and further settings.



Open Image

Open a existing image.

Remove

Removes the image as the active image.

Frame

For videos. Which frame to use.

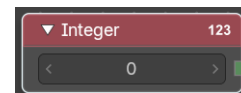
Outputs

Image

The output image.

Integer

Inputs a integer value.



Properties

Value

The input integer.

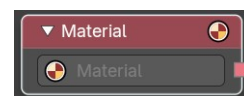
Outputs

Integer

The integer value.

Material

Retrieve a material.



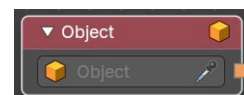
Outputs

Material

The material output.

Object

Retrieves a single object.



Properties

Object

The object to select from the scene.

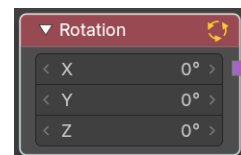
Outputs

Object

The object data useful to get object info.

Rotation

Apply a constant rotation.



Properties

X, Y Z

The rotation that you want to apply.

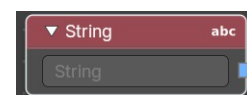
Outputs

Rotation

The output rotation vector.

String

Input a string.



Properties

String

The string that you want to input.

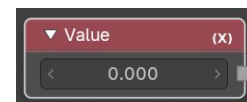
Outputs

Value

The value set in the node properties.

Value

Input numerical values to other nodes in the tree.



Properties

Value

Single numerical value (floating point).

Outputs

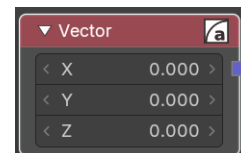
Value

The value set in the node properties.

Vector

Creates a single vector of three values that can be used as an input.

Properties



X Y Z

The values of the vector.

Output

Vector

Standard vector output.