

12.1.8 Editors - Geometry Nodes Editor - Header - Add Menu - Input - Scene

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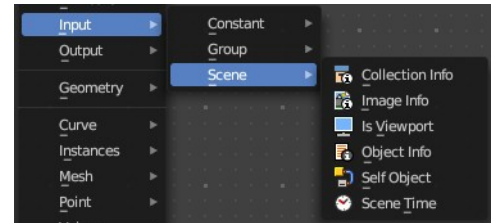
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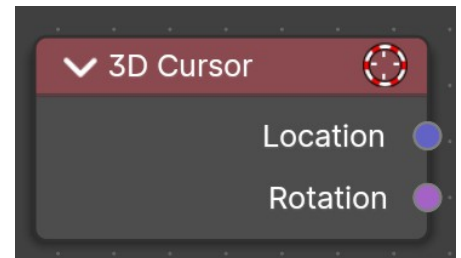
Add menu - Input - Scene

Here you find input nodes.



Cursor

The Cursor Geometry node gets the 3D Cursor location and rotation, for tool execution. Useful for creating tools with the 3D Cursor input from user.



Outputs

Location

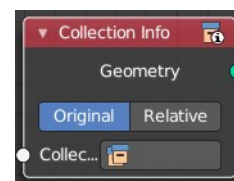
The location of the scene's 3D cursor, in the local space of the modified object.

Rotation

The rotation of the scene's 3D cursor, in the local space of the modified object.

Collection Info

The Collection Info node retrieves information from collections. This can be useful to use an external collection to control parameters in the geometry node tree.



Inputs

Collection

Collection to get the properties from.

Properties

Transform Space

The transformation of the geometry outputs.

Original

Output the geometry relative to the collection offset.

Relative

Bring the input collection geometry into the modified object, maintaining the relative position between the objects in the scene.

Outputs

Geometry

Geometry of the collection in world space with all its modifiers applied.

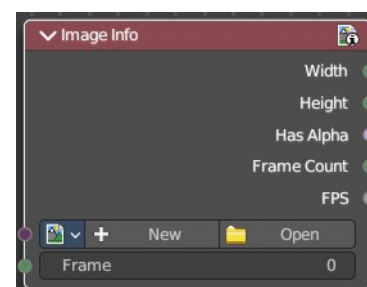
Image Info

Retrieve infos from an image.

Input

Image

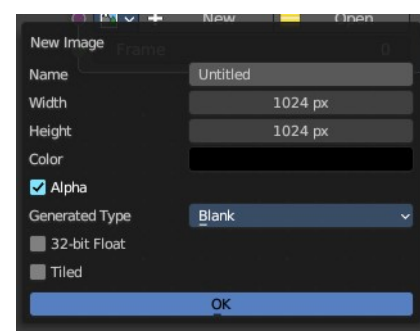
Load or connect a image.



New

Create a new image.

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



Open

Open an existing image.

Image prop

Image browser

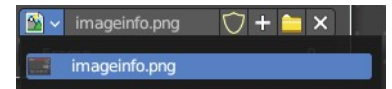
A list of available images

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 an existing image.

Remove

Removes the image as the active image.

Frame

For videos. Which frame to use.

Outputs

Width

The width of the image.

Height

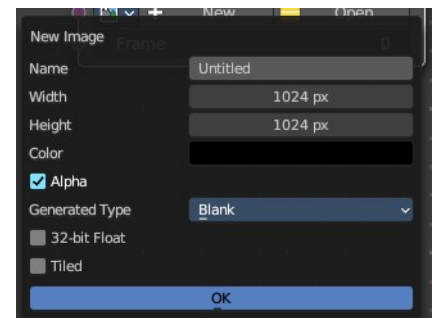
The height of the image

Has Alpha

Returns true if the image has an alpha channel

Frame Count

For movies. How many frames.

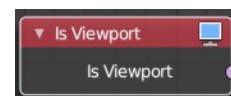


FPS

For movies, what FPS rate.

Is Viewport

The Is Viewport node outputs true when geometry nodes is evaluated for the viewport. For the final render the node outputs false.



Outputs

Is Viewport

A boolean that indicates if the geometry nodes is evaluated for preview.

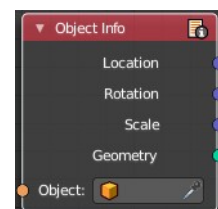
Object Info

The Object Info node retrieves information from objects. And outputs it then.

Inputs

Object

Object to get the properties from.



Outputs

Location

Location of the object in world space.

Rotation

Rotation of the object in world space.

Scale

Scale of the object in world space.

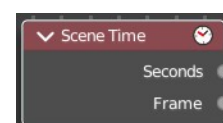
Geometry

Geometry of the object in world space with all its modifiers applied.

Scene time

Outputs the current scene time in seconds or in frames.

The Frame output is a float value to make subframe rendering for motion blur possible.



Outputs

Seconds

Output in seconds.

Frame

Output in Frames.

Self Object

Retreives the parent object of the geometry nodes.

