

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

### Table of content

Detailed table of content.....	1
Add menu - Input - Scene.....	2
Cursor.....	2
Active Camera.....	3
Collection Info.....	3
Image Info.....	4
Is Viewport.....	5
Object Info.....	5
Scene time.....	6
Self Object.....	6

### Detailed table of content

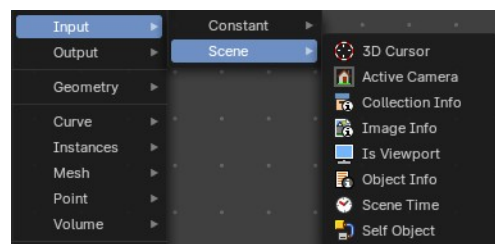
#### Detailed table of content

Detailed table of content.....	1
Add menu - Input - Scene.....	2
Cursor.....	2
Outputs.....	2
Location.....	2
Rotation.....	3
Active Camera.....	3
Outputs.....	3
Active Camera.....	3
Collection Info.....	3
Inputs.....	3
Collection.....	3
Properties.....	3
Transform Space.....	3
Original.....	3
Relative.....	3
Outputs.....	3
Geometry.....	3
Image Info.....	4
Input.....	4
Image.....	4
New.....	4
Open.....	4
Image prop.....	4
Image browser.....	4
Image name.....	4
Fake user.....	4
New.....	4
Open Image.....	4
Remove.....	4

Frame.....	4
Outputs.....	5
Width.....	5
Height.....	5
Has Alpha.....	5
Frame Count.....	5
FPS.....	5
Is Viewport.....	5
Outputs.....	5
Is Viewport.....	5
Object Info.....	5
Inputs.....	5
Object.....	5
Outputs.....	5
Location.....	5
Rotation.....	6
Scale.....	6
Geometry.....	6
Scene time.....	6
Outputs.....	6
Seconds.....	6
Frame.....	6
Self Object.....	6

## Add menu - Input - Scene

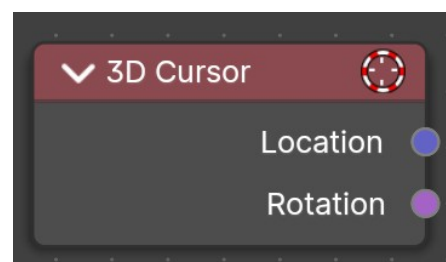
Here you find input nodes.



## 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.

Note that this node just shows with geometry nodes type Tool.



## Outputs

### Location

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

## ***Rotation***

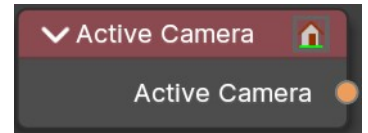
The rotation of the scene's 3D cursor, in the local space of the modified object.

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## **Active Camera**

The node outputs the the scene's current active camera.

Typical usage would be to connect this node to an Object Info node to obtain its transform.



## **Outputs**

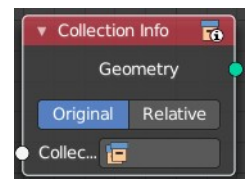
### ***Active Camera***

The active camera.

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## **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.

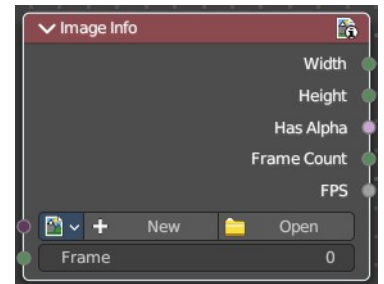
### **New**

Create a new image.

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

### **Open**

Open a existing image.



## Image prop

### *Image browser*

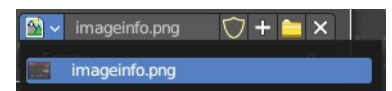
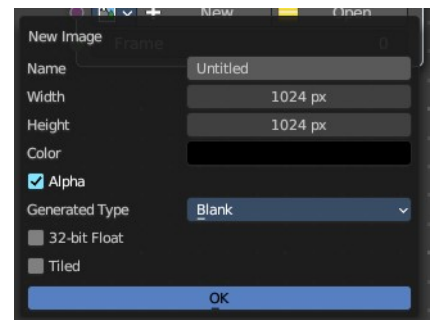
A list of available images

### *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*

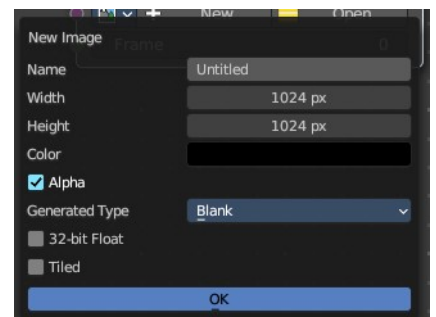
Open a existing image.

### *Remove*

Removes the image as the active image.

### *Frame*

For videos. Which frame to use.



## Outputs

### ***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.

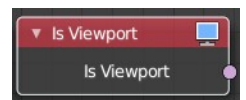
### ***FPS***

For movies, what FPS rate.

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## 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.

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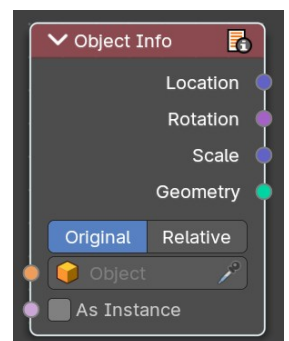
## Object Info

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.

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## **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.

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## **Self Object**

Retreives the parent object of the geometry nodes.

