

## 26.14.16 Editors - Properties Editor - Object Data Properties Tab - Point Cloud Object

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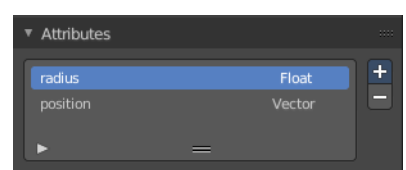
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## Point Cloud

Point clouds can represent 3D scans. It is also planned to represent particles in the future. Each point can store data in a set of Attributes. These attributes can be managed here.

## Attributes panel

The Attributes panel contains different point cloud characteristics such as the position and size of points. This data can then for example be used in the shader editor or in the compositor editor.

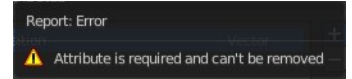


### List View

A list of the attributes.

## Position Attribute

The position of the point in 3D space. Type Vector. Not in the menu. This attribute exists from the beginning. And can't be added or removed.



## Search Field

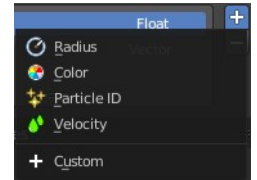
You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.



## Add Attribute menu

### Radius

The radius of each point. Type Float.



### Color

The color of each point. Type Float Color.

### Particle ID

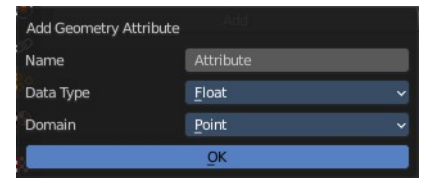
A unique identifier given to each particle. Type Integer.

### Velocity

The speed and direction that the particle is traveling. Type Vector.

### Custom

Custom attribute can be given to particles to hold a custom characteristic. Clicking this menu item will open a popup where you can adjust the custom properties.



### Name

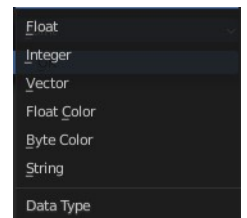
The name of the attribute.

### Data Type

The type of data to store in the attribute.

### Float

Floating point value.



### Integer

32-bit integer.

### Vector

3D vector with floating point values.

## Float Color

RGBA color with floating point precision.

## Byte Color

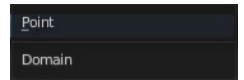
RGBA color with 8-bit precision.

## String

Text string.

## Domain

The type of element the attribute is stored in. Currently, attributes can only be stored per Point.



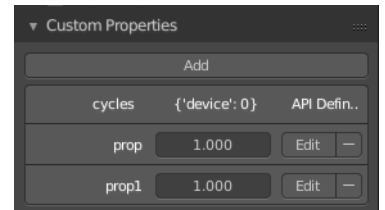
## Remove Geometry Attribute

Remove the attribute from the list.

# Custom Properties Panel

Here you can define custom properties that can be used for scripting.

Here you might also find custom properties from addons or scripts.

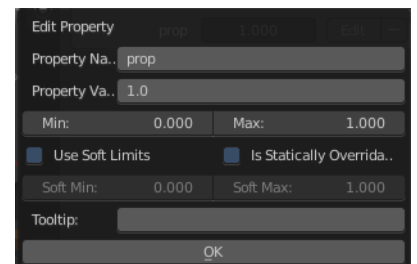


## Add

Adds a new property.

## Edit

Opens a panel where you can adjust the settings for the custom property.



## Remove

Removes the property.