

# Translate Instances Node

The *Translate Instances* node moves top-level geometry instances in local or global space.



The [Instances](#) page contains more information about geometry instances.

## Inputs

### Instances

Standard geometry input.

### Selection

Boolean field used to determine if an instance will be translated.

### Translation

The vector to translate the instances by.

### Local Space

If enabled, the instances are translated relative to their initial rotation. Otherwise they are translated in the local space of the modifier object.

## Properties

This node has no properties.

## Outputs

### Instances

Standard geometry output.

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