

Collection Info Node

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

Tip

A *Collection Info* node can be added quickly by dragging a collection into the node editor.

Inputs

Collection

Collection to get the properties from.

Separate Children

Output each child of the collection as a separate instance. The list of instances will be sorted alphabetically with the objects and child collections sorted together. This can be used with the *Pick Instance* option in the [Instance on Points Node](#) to choose between collection children at each point.

Note

Because renaming objects and collections does not cause a modifier re-evaluation, an update will need to be triggered manually for the node's output to reflect a changed name.

Reset Children

Remove the transform of each of the collection's children when converting them to instances. This is useful in order to keep child objects visually separate in the viewport, while keeping every instance located directly at the location of the point it was added for.

Properties

Transform Space

The transformation of the output instances. The instances are transformed, but not the geometry of the collection in them.

Original:

Output the instances relative to the collection offset.

Relative:

Join the input collection instances with the modified object as geometry, maintaining the relative position between the objects in the scene.

Outputs

Instances

Instances of the collection in world space with all modifiers applied and represented as geometry in instances.