

Set Instance Transform Node

The *Set Instance Transform* node [Transforms](#) geometry instances using a [Transformation Matrix](#).



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 rotated.

Transform

The transformation matrix to translate, rotate, and scale individual instances.

Properties

This node has no properties.

Outputs

Instances

Standard geometry output.

[Previous](#)
[Translate Instances Node](#)

[View Source](#)
[View Translation](#)
[Report issue on this page](#)

[Copyright](#) © : This page is licensed under a CC-BY-SA 4.0 Int. License

Made with [Furo](#)
Last updated on 2025-05-10

[Next](#)
[Instance Transform Node](#)