Subdivide Mesh Node

The Subdivide Mesh node adds new faces to mesh geometry using a simple interpolation for deformation.

Inputs

Mesh

Standard geometry input.

Level

The number of subdivisions to apply to the input geometry.

Properties

This node has no properties.

Outputs

Mesh

Standard geometry output.

Previous Split Edges Node Copyright ©: This page is licensed under a CC-BY-SA 4.0 Int. License

Made with Furo

Last updated on 2025-05-10

View Source View Translation Report issue on this page N

Subdivision Surface No