

# Cube Node

The *Cube* node generates a cuboid mesh with variable side lengths and subdivisions. The inside of the mesh is still hollow like a normal cube.

## Inputs

### Size

Side lengths along each of the main axes.

### Vertices X, Y, Z

Number of vertices for each side of the cube. The number of vertices should be at least 1.

## Properties

This node has no properties.

## Outputs

### Mesh

Standard geometry output.

### UV Map

A 2D vector representing the default X/Y coordinates of the [UV Map](#) for the primitive's shape. This can be connected to the [Store Named Attribute Node](#), to be used once the Geometry Nodes Modifier get applied. The UV map must be stored on the face corner in order to be accessed.

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