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Split To Instances Node

Splits a selection of geometry elements (such as faces) into groups, then turns each group into an [instance](#).



Inputs

Geometry

Standard geometry input.

Selection

Boolean field indicating which geometry elements to include.

Group ID

Integer field indicating which group each element belongs to. Elements with the same ID will be moved into the same output instance.

Properties

Domain

The type of geometry to extract and split. This is also the domain on which the *Selection* and *Group ID* fields are evaluated.

Point:

Points, spline control points, and vertices.

Edge:

Mesh edges.

Face:

Mesh faces.

Spline:

Curve splines.

Instance:

Top-level instances. Realized instances are ignored.

Layer:

Grease Pencil layers.

Note

Geometry that doesn't match the selected domain will be removed. For example, if you choose *Edge*, any faces, splines, and instances in the input geometry will be lost.

Output

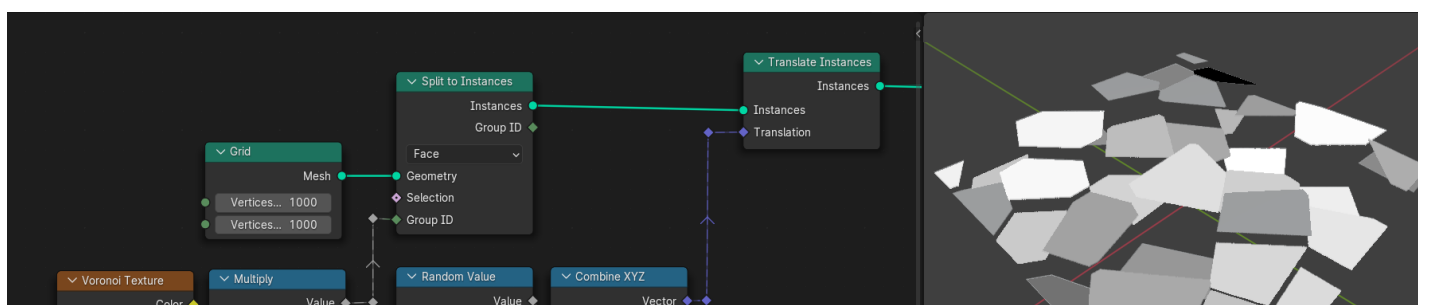
Instances

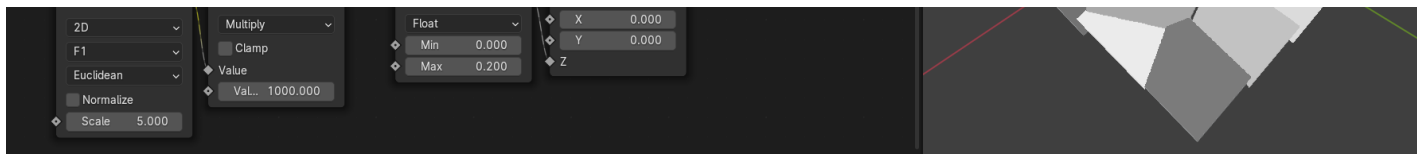
The instances containing the grouped geometry elements.

Group ID

Group ID of each instance.

Examples





In the example above, we start with a grid of 1000x1000 square faces serving as “pixels.” Then, we group these faces into patches by assigning them a group ID sampled from a Voronoi texture, and move each resulting instance by a random amount along the Z axis.

Note that, because the texture outputs floating point values between 0 and 1 while the group ID is an integer, all the values would be rounded to 0 or 1 and we would only get two groups. To get more variation, we multiply the texture value by 1000.