# Offset Corner in Face Node

Retrieves another corner in the same face as the input corner. This is like "rotating" the input corner around in its face.
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Conceptually the operation is similar to the Offset Point in Curve Node.

# **Inputs**

### **Corner Index**

The index of the input face corner.

Note

If this input is not connected, it uses the index of the context item, which means it's important that the node is evaluated in the Face Corner domain.

## Offset

The number of corners to move around the face before finding the result, circling back to the first corner if necessary.

## **Properties**

This node has no properties.

## **Outputs**

### **Corner Index**

The index of the offset face corner.

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No Vertex of Corner No

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