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Transform Geometry Node

The Transform Geometry Node allows you to move, rotate or scale the geometry. The transformation is applied to the transformation is applied to the transformation. The Set Position Node is used for moving individual points of a geometry. For transforming instances individually, the instance translate, rotate, or scale nodes can be used.

Inputs

Geometry

Standard geometry input.

Translation

Translation of the entire geometry in the local space of the modified object.

Rotation

Euler rotation in the local space of the modified object.

Scale

Scale for the geometry in the local space of the modified object.

Transform

A Transformation Matrix, available when using Matrix mode.

Properties

Mode

How the transformation is specified.

Components:

Provide separate inputs for location, rotation and scale.

Matrix:

Use a transformation matrix.

Output

Geometry

Standard geometry output.

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Separate Components No

No

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