

[Skip to content](#)

Face Area Node

The *Face Area* node outputs the surface area of a mesh's faces. The units are in Blender units no matter the unit system, equivalent to meters-squared at the default unit scale.

Note

For [quads](#) and [N-gons](#), when the face's vertices are not planar, the output is not necessarily the same as the sum of every one of the face's triangles visible in the viewport. In this case it should only be used as an approximation. In some cases, the [Triangulate Node](#) can be used to get an exact value.

Inputs

This node has no inputs.

Properties

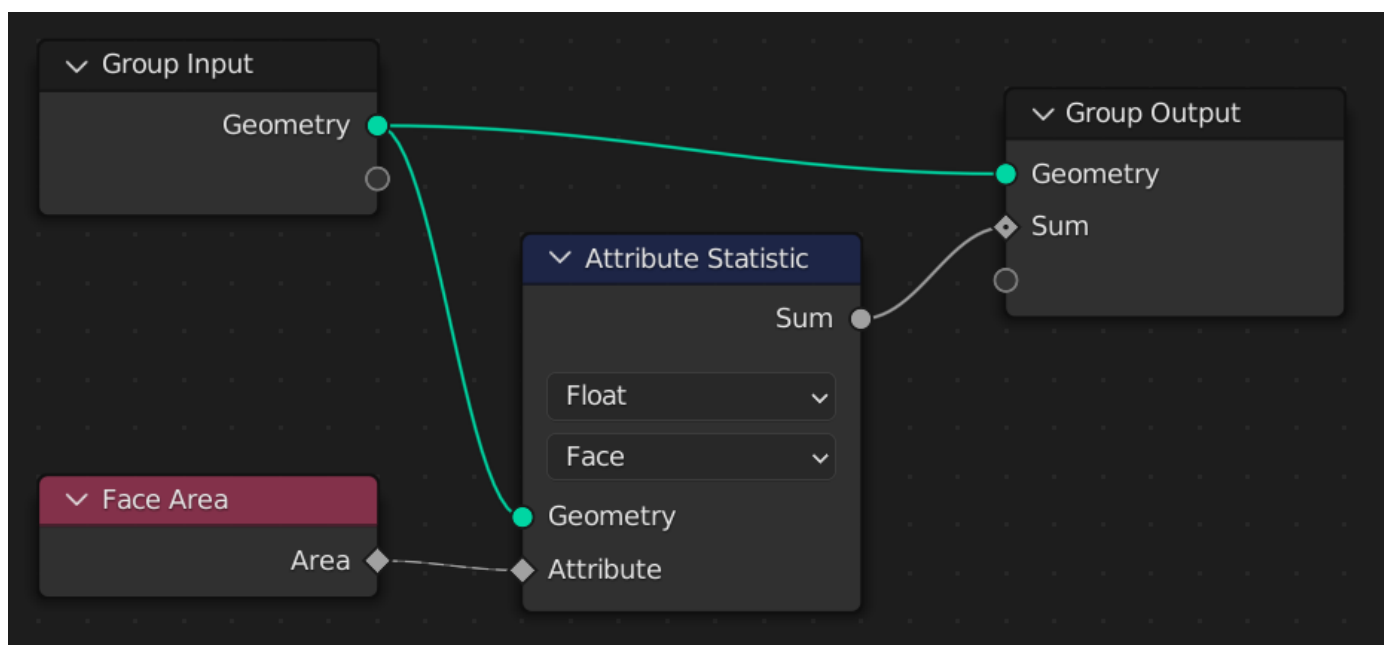
This node has no properties.

Outputs

Area

The surface area of each of the mesh's faces.

Examples



Combined with the [Attribute Statistic Node](#), this node can be used to calculate the total surface area of a mesh.

[Previous](#)
[Edges to Face Groups 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](#)

[Next](#)
[Face Group Boundaries Node](#)