Icosphere Node

The *Icosphere* node generates a spherical mesh that consists of equally sized triangles.

Inputs

Radius

Distance of the vertices from the origin.

Subdivisions

Number of subdivisions on top of the most basic icosphere. The number of faces quadruple with every subdivision.

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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