Skip to content

Mesh Boolean Node

The *Mesh Boolean Node* allows you to cut, subtract, and join the geometry of two inputs. This node offers the same operations as the Boolean modifier.

Inputs

Mesh 1/2

Standard geometry input.

Self Intersection

Correctly calculates cases when one or both operands have self-intersections. This involves more calculations making the node slower.

Hole Tolerant

Optimizes the Boolean output for Non-manifold geometry at the cost of increased computational time. Because of the performance impact, this option should only be enabled when the solver demonstrates errors with non-manifold geometry.

Properties

Operation

Intersect:

Produce a new geometry containing only the volume inside of both geometry 1 and geometry 2.

Union:

The two input meshes are joined, then any interior elements are removed.

Difference:

Geometry 2 is subtracted from geometry 1 (everything outside of geometry 2 is kept).

Solver

Algorithm used to calculate the Boolean intersections.

Float:

Uses a mathematically simple solver which offers the best performance; however, this solver lacks support for overlapping geometry.

Exact:

Uses a mathematically complex solver which offers the best results and has full support for overlapping geometry; however, this solver is much slower than the *Float Solver*.

Output

Mesh

Standard geometry output.

Intersecting Edges **Exact Solver**

A boolean attribute field with a selection of the edges that were created where the two inputs meet.

Previous
Flip Faces Node

N
Mesh to Curve No

Made with Furo
Last updated on 2025-05-10

View Source
View Translation
Report issue on this page