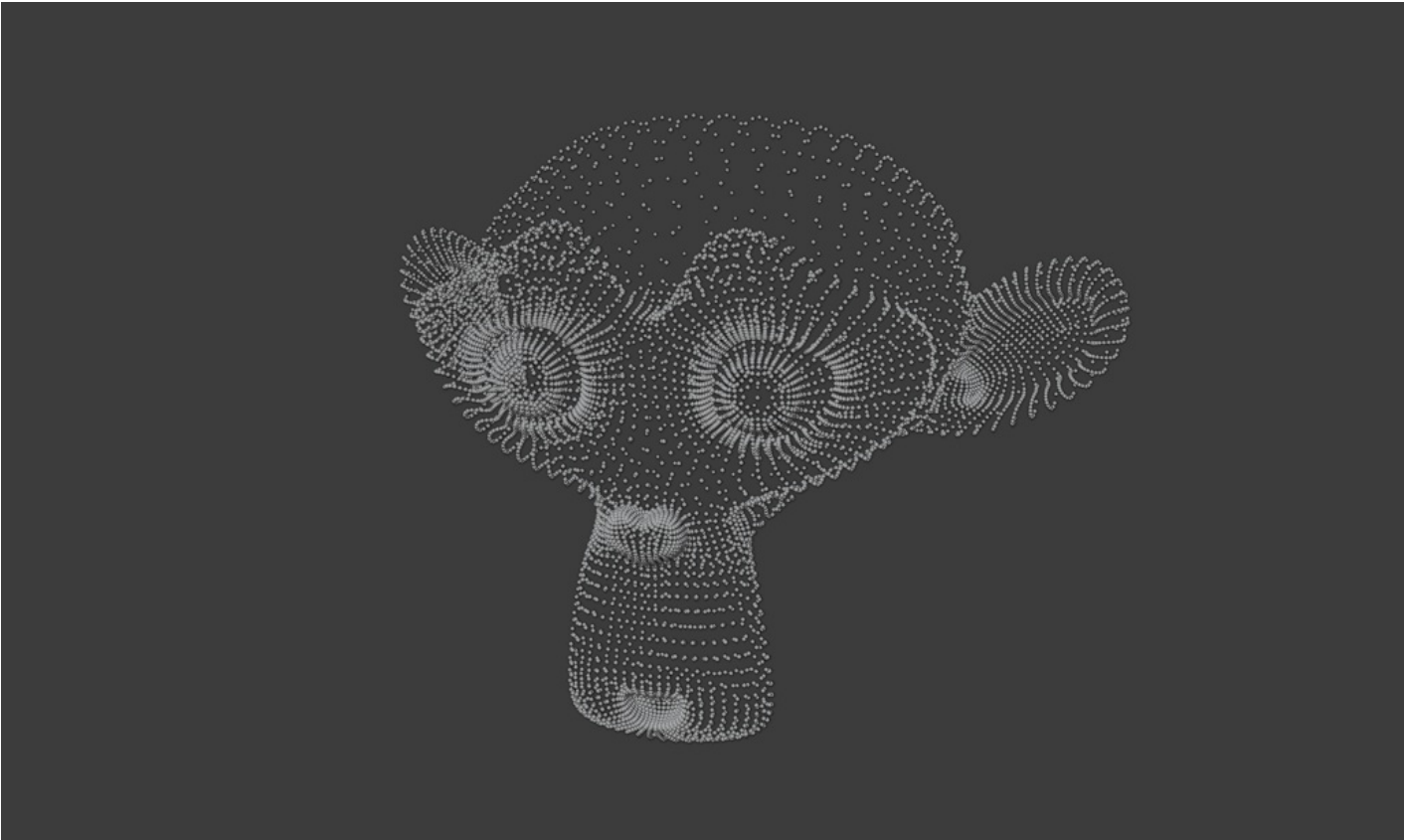


Important

This feature is currently [experimental](#) and not available in current releases.

Point Cloud

[Point clouds](#) can be used to represent 3D scans and in the future can represent particles. Each point can store data in a set of [Attributes](#).



Example of a monkey object represented as a point cloud.

Properties

Attributes

The *Attributes* panel contains different point cloud characteristics such as the position and size of points. Use the [List View](#) to manage attributes.

Attribute Types

See also

See [Built-In Attributes](#) for information about common attributes.

Name	Type	Domain	Notes
position	<i>Vector</i>	<i>Point</i>	Built-in attribute describing vertex or point locations, in the modifier object’s transform space.
radius	<i>Float</i>	<i>Point</i>	The radius of each point.
color	<i>Color</i>	<i>Point</i>	The color of each point.
id	<i>Integer</i>	<i>Point</i>	A unique identifier given to each particle.
...

velocity	vector	Point	the speed and direction that the particle is traveling.
Name	Type	Domain	Notes

Custom Attributes

Custom attribute can be given to particles to hold a custom characteristic.

Name

The name of the attribute.

Data Type

The type of data to store in the attribute.

Float:

Floating-point value

Integer:

32-bit integer

Vector:

3D vector with floating-point values

Color:

RGBA color with floating-point precision

Byte Color:

RGBA color with 8-bit precision

String:

Text string

Domain

The type of element the attribute is stored in. Currently, attributes can only be stored per *Point*.

Custom Properties

See the [Custom Properties](#) page for more information.

Editing

Currently, not much can be done with point clouds; however, they can be [converted to/from meshes](#).

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Last updated on 2025-05-10

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