Points to Volume Node

The *Points to Volume* node generates a fog volume sphere around every point in the input geometry. The new volume grid is named "density".

It usually makes sense to combine this node with the Volume to Mesh Node.

> **Warning**
>
> This node expects that point positions are not extremely large. For position values of many billions, the behavior isn't guaranteed, and it may be unstable.

Inputs

Points

Standard geometry input.

Density

Value of voxels inside the generated fog volume.

Voxel Amount

Specify the approximate number of voxels along the diagonal.

Voxel Size

Specify the voxel side length.

Radius

Specify the radius of the sphere generated at each point.

Properties

Resolution

How the voxel size is specified.

Amount:

Specify the approximate number of voxels along the diagonal.

Size:

Specify the voxel side length. It is recommended to be careful when tweaking this value, because small changes can have a large effect on the processing time.

Outputs

Volume

Standard geometry output.

Ne
Set Point Radius No

Previous
Points to Vertices 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