

[Skip to content](#)

# GeometryNodeMeshToVolume(GeometryNode)

base classes — `bpy_struct`, `Node`, `NodeInternal`, `GeometryNode`

**class** `bpy.types.GeometryNodeMeshToVolume(GeometryNode)`

Create a fog volume with the shape of the input mesh's surface

## **resolution\_mode**

How the voxel size is specified

- `VOXEL_AMOUNT` Amount – Desired number of voxels along one axis.
- `VOXEL_SIZE` Size – Desired voxel side length.

## **TYPE:**

enum in ['VOXEL\_AMOUNT', 'VOXEL\_SIZE'], default 'VOXEL\_AMOUNT'

**classmethod** `is_registered_node_type()`

True if a registered node type

## **RETURNS:**

Result

## **RETURN TYPE:**

boolean

**classmethod** `input_template(index)`

Input socket template

## **PARAMETERS:**

**index** (*int* in  $[0, \infty]$ ) – Index

## **RETURNS:**

result

## **RETURN TYPE:**

`NodeInternalSocketTemplate`

**classmethod** `output_template(index)`

Output socket template

## **PARAMETERS:**

**index** (*int* in  $[0, \infty]$ ) – Index

## **RETURNS:**

result

## **RETURN TYPE:**

`NodeInternalSocketTemplate`

**classmethod** `bl_rna_get_subclass(id, default=None)`

## **PARAMETERS:**

**id** (*str*) – The RNA type identifier.

## **RETURNS:**

The RNA type or default when not found.

## **RETURN TYPE:**

`bpy.types.Struct` subclass

**classmethod** `bl_rna_get_subclass_py(id, default=None)`

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

The class or default when not found.

**RETURN TYPE:**

type

## Inherited Properties

- `bpy_struct.id_data`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

## Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`
- `Node.free`
- `Node.draw_buttons`
- `Node.draw_buttons_ext`
- `Node.draw_label`
- `Node.debug_zone_body_lazy_function_graph`
- `Node.debug_zone_lazy_function_graph`
- `Node.poll`
- `Node.bl_rna_get_subclass`
- `Node.bl_rna_get_subclass_py`
- `NodeInternal.poll`
- `NodeInternal.poll_instance`

- [bpy\\_struct.patn\\_resolve](#)
- [bpy\\_struct.pop](#)
- [bpy\\_struct.property\\_overridable\\_library\\_set](#)
- [bpy\\_struct.property\\_unset](#)
- [bpy\\_struct.type\\_recast](#)
- [bpy\\_struct.values](#)
- [Node.socket\\_value\\_update](#)
- [Node.is\\_registered\\_node\\_type](#)
- [Node.poll](#)
- [NodeInternal.update](#)
- [NodeInternal.draw\\_buttons](#)
- [NodeInternal.draw\\_buttons\\_ext](#)
- [NodeInternal.bl\\_rna\\_get\\_subclass](#)
- [NodeInternal.bl\\_rna\\_get\\_subclass\\_py](#)
- [GeometryNode.poll](#)
- [GeometryNode.bl\\_rna\\_get\\_subclass](#)
- [GeometryNode.bl\\_rna\\_get\\_subclass\\_py](#)

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