

[Skip to content](#)

# Face Neighbors Node

The *Face Neighbors* node outputs topology information relating to each face of a mesh.

## Inputs

This node has no inputs.

## Properties

This node has no properties.

## Outputs

### Vertex Count

This output is simply the number of sides of each face, or how many corners each face has.

### Neighboring Face Count

The number of faces that connect to this face with at least one edge. On a regular manifold mesh with only quads and triangles, this will be the same as the vertex count, otherwise it might be completely different.

[Previous](#)  
[Face Group Boundaries Node](#)

Copyright © : This page is licensed under a CC-BY-SA 4.0 Int. License

[Next](#)  
[Face Set Node](#)

[View Source](#)  
[View Translation](#)  
[Report issue on this page](#)

Made with [Furo](#)

Last updated on 2025-05-10