

Accumulate Field Node

The *Accumulate Field* node counts a running total of its input values, in the order defined by the geometry’s [indices](#). The node’s essential operation is just addition, but instead of only outputting the final total, it outputs the current value at every element.

Inputs

Value

The values to be accumulated.

Warning

When accumulating integer values, be careful to make sure that there are not too many large values. The maximum integer that Blender stores internally is around 2 billion. After that, values may wrap around and become negative. See [Wikipedia](#) for more information.

Group Index

An index used to group values together for multiple separate accumulations. This can be thought of as a choice of the “bin” in which to place each value. This input has no effect when it is only a single value.

Properties

Data Type

Float:

The node will accumulate a *Float* field.

Integer:

The node will accumulate an *Integer* field.

Vector:

The node will accumulate a *Vector* field.

Transform:

The node will accumulate a *Matrix* field.

Domain

The [attribute domain](#) used for accumulation and for evaluation of the *Value* input.

Output

Leading

The running total of values in the corresponding group, starting at the first value.

Trailing

The running total of values in the corresponding group, starting at zero.

Total

The total of all the values in the corresponding group.

Examples

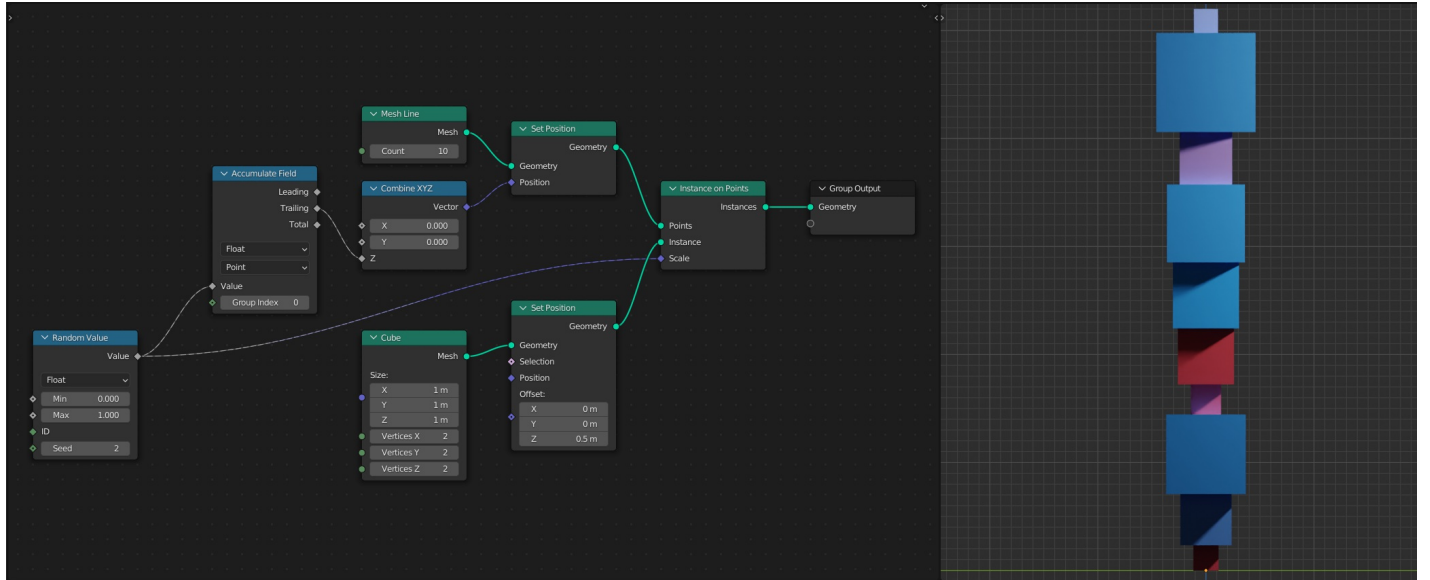
Table

Value	Group Index	Leading	Trailing	Total
1	7	1	0	6
3	7	4	1	6
2	7	6	4	6
1	2	1	0	2

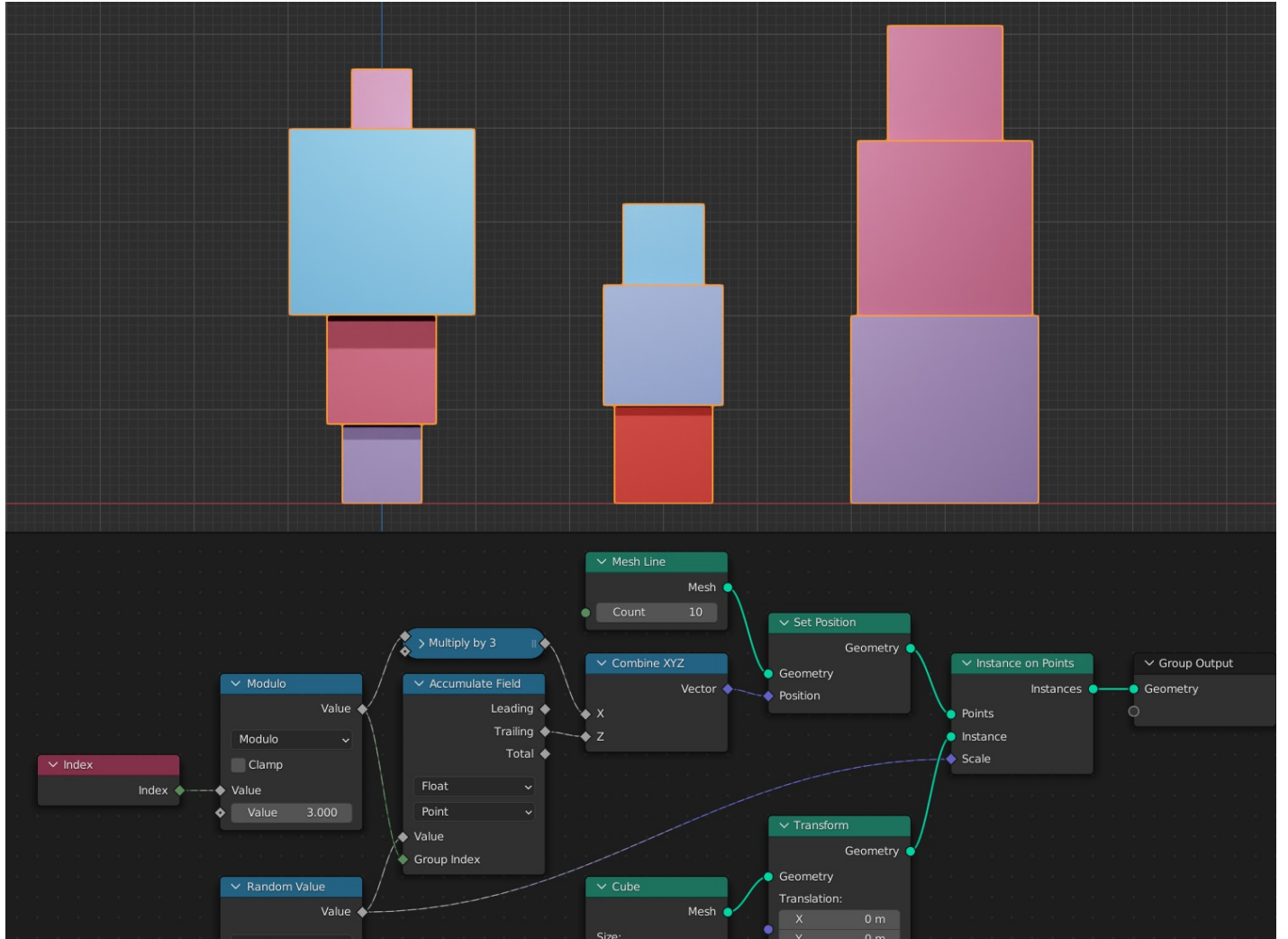
¹	⁵	¹	⁰	⁵
Value	Group Index	Leading	Trailing	Total
0	3	1	1	3
2	3	3	1	3

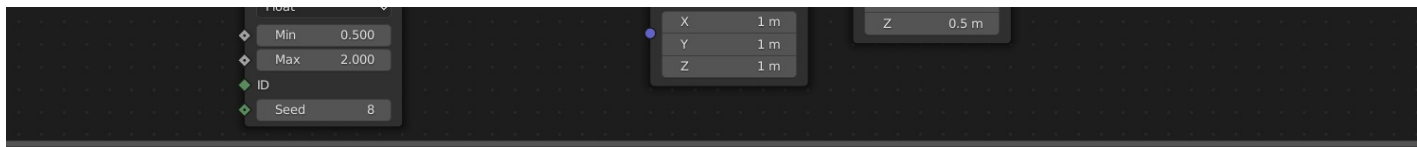
A few examples of input values and the node's results. One important take-away from this table is that the specific values for the *Group Input* do not matter; it only matters that the values are shared between elements.

Stacking Boxes



Here, the node is used in combination with the [Random Value Node](#) to create a stack of randomly scaled boxes. The *Group Index* input is not used, because all boxes are meant to be in the same stack.





A slightly more complicated version of the previous example, using the *Group Index* input to create three separate stacks.

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