

Is Face Planar Node

The *Is Face Planar* node outputs whether every triangle of a [quads](#) or [N-gons](#) is on the same plane as all of the others, in other words, if they have the same [normal](#).

For example, a non-planar face can be created by moving a single vertex in a face but not the others. Triangles will always be planar.

Inputs

Threshold

The distance a point can be from the surface before the face is no longer considered planar.

Properties

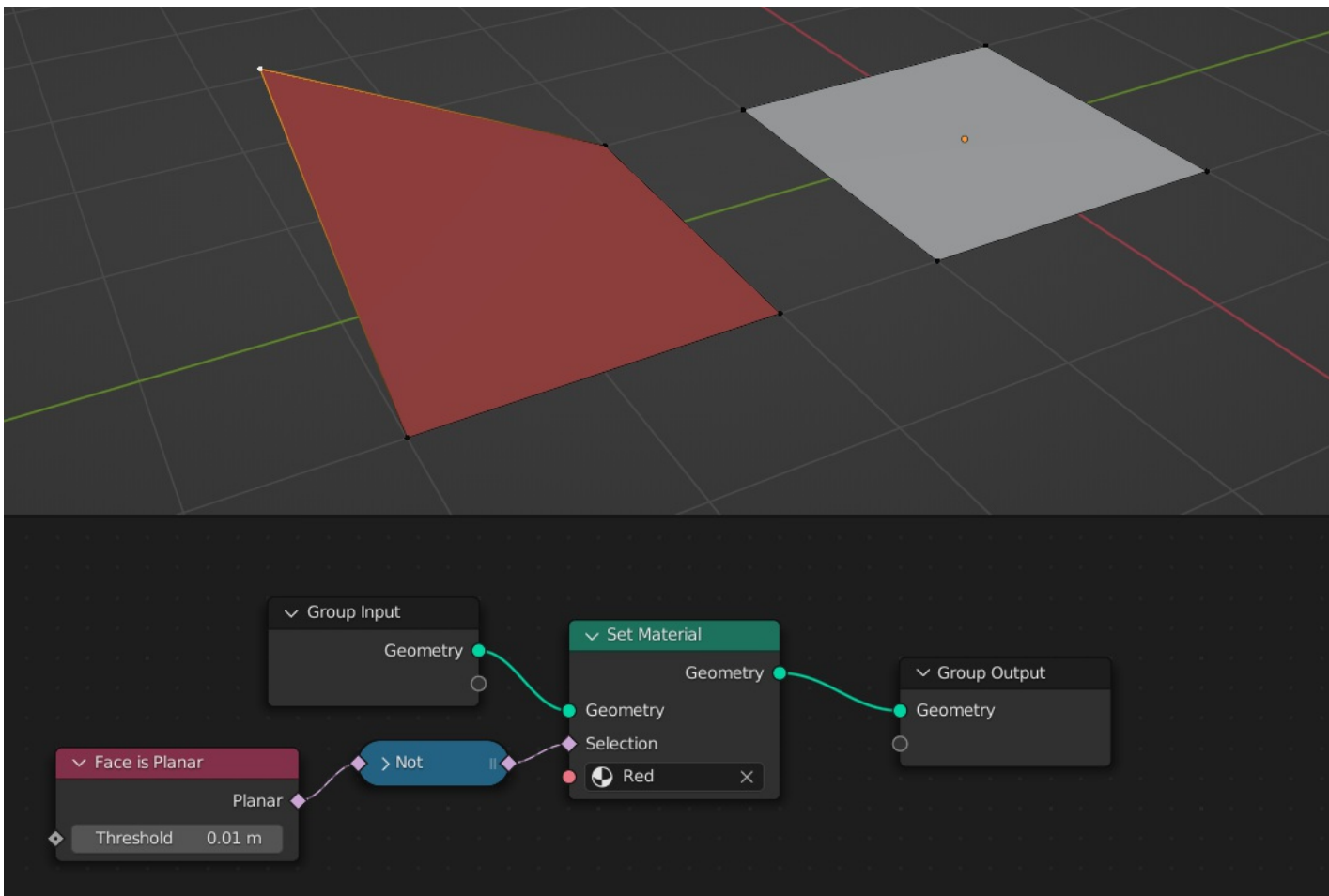
This node has no properties.

Outputs

Planar

Whether each mesh face is planar.

Examples



Combined with the [Set Material Node](#), this node is used to visualize all non-planar faces in a mesh.

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