

Set Position Node

The *Set Position* node controls the location of each point, the same way as controlling the `position` attribute. If the input geometry contains instances, this node will affect the location of the origin of each instance.

The input node for this data is the [Position Node](#).

Inputs

Geometry

Standard geometry input.

Selection

Whether or not to change the position of each point or instance. True values mean the position will be changed, false values mean it will remain the same.

Position

The new position for selected elements. By default, this is the same as if the [Position Node](#) was connected, meaning the node will do nothing.

Offset

An optional translation for each point. This is evaluated at the same time as the *Position* input, meaning that fields evaluated for it will not reflect the changed position.

Properties

This node has no properties.

Outputs

Geometry

Standard geometry output.

[Previous](#)
[Set ID 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](#)

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