

[Skip to content](#)

# Set Geometry Name Node

The *Set Geometry Name* node stores a custom name on the geometry, overriding the name which might come from the [Object Info Node](#) or a [Grease Pencil to Curves Node](#). The name is displayed in the spreadsheet and can help for debugging purposes.

## Inputs

### Geometry

Standard geometry input.

### Name

The new name for the geometry.

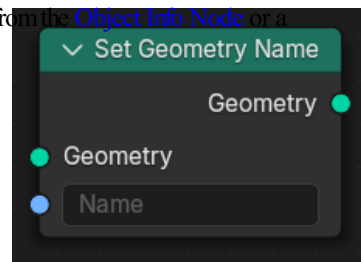
## Properties

This node has no properties.

## Outputs

### Geometry

Standard geometry output.



[Previous](#)  
[Write Geometry Nodes](#)

[Copyright](#) © : This page is licensed under a [CC-BY-SA 4.0 Int. License](#)

[No](#)  
[Set ID No](#)

Made with [Furo](#)

Last updated on 2025-05-10

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