Volume Cube Node

The *Volume Cube* generates a volume from scratch by evaluating an input field on every single voxel in a rectangular prism. The *Density* field defines the output volume grid's value at every voxel. The field can only depend on the Position Node.

Inputs

Density

The value for the new grid at each voxel.

Background

The value of the grid outside the rectangular prism controlled by the *Min* and *Max* inputs. The node can generate a more memory-efficient volume when the values of the *Density* input are the same as the background value.

Min

One corner of the rectangular prism in which to fill evaluate the field.

Max

The other corner of the rectangular prism in which to fill evaluate the field.

Resolution X,Y,Z

The number of voxels to evaluate the field in on each axis.

> Note
>
> Changing these values can have a significant impact on performance. For example, the default values of 32 mean the input field will be evaluated about 33 thousand times. Increasing the values to 100 will give 1 million evaluations, and 1000 would give 1 billion.

Properties

This node has no properties.

Outputs

Volume

Geometry containing the generated volume.