Translate Instances Node

The *Translate Instances* node moves top-level geometry instances in local or global space.

The Instances page contains more information about geometry instances.

Inputs

Instances

Standard geometry input.

Selection

Boolean field used to determine if an instance will be translated.

Translation

The vector to translate the instances by.

Local Space

If enabled, the instances are translated relative to their initial rotation. Otherwise they are translated in the local space of the modifier object.

Properties

This node has no properties.

Outputs

Instances

Standard geometry output.