Mesh Circle Node

The *Mesh Circle* node generates a circular ring of edges that is optionally filled with faces.

Inputs

Vertices

Number of vertices on the circle. No geometry is generated when the number is below three.

Radius

Distance of the vertices from the origin.

Properties

Fill Type

How the circle is filled with faces.

None:

Output just the edge ring without any faces.

N-Gon:

Fill the circle with a single face.

Triangles:

Fill the circle with triangles connected to a new vertex at the origin.

Outputs

Mesh

Standard geometry output.

Made with Furo
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