Geometry Node Editor

The Geometry Node editor is used to edit Node Groups which are used by the Geometry Node Modifier. Such a node group can define many operations to modify an object's geometry.

A list of all Geometry Nodes is available in the modeling section. Also see the Nodes page for information on working with nodes in general.

Interface

Header

Geometry Nodes Type

Geometry Nodes can have multiple contexts depending on the intended function of the node group. Changing the context adjusts the user interface to best fit the needs of the selected context.

Modifier:

Used to create node groups that will be used by the Geometry Nodes Modifier.

Tool:

Used to create node groups that will be used to create Node-Based Tools.

View

Standard view menu.

Select

Menu for Selecting Nodes.

Add

Menu for adding new Geometry Nodes.

Node

Menu for Editing Nodes.

Geometry Node Group

Data-Block Menu for creating and selecting node groups.

Pin (pin icon)

The pin button will keep the current node group selection fixed, instead of using the Active Modifier. When a node group is pinned, it will remain visible in the Geometry Node editor even when another object or modifier is selected elsewhere.

Parent Node Tree

Jumps up a node group level. See Edit Group for details.

Snapping

Snapping options. See Arranging Nodes for details.

Overlays

See Overlays.

Toolbar

Select

See Selecting Nodes.

Annotate

See Annotations.

Links Cut

See Cut Links.

Sidebar

Node

This tab gives access to the active node's properties.

Tool

This tab gives access to the active tool's settings.

View

This tab allows managing annotations.

Group

This tab allows you to edit the current node group's inputs and outputs.

> Tip
>
> In the Geometry Node Modifier, you can specify values for the root node group's inputs, as well as select destination Attributes for its outputs.

Tool Context

These popover menus are displayed in the header when the tool context is enabled. These properties determine where the tool is available in the user interface.

See Supported Modes & Object Types for more information.

Types

The Object Types the tool supports.

Mesh

The node tree supports Mesh Objects.

Curves

The node tree supports Curve Objects.

Modes

The Object Modes the tool supports.

Object Mode

The node group can be used in Object mode.

Edit Mode

The node group can be used in edit mode.

Sculpt Mode

The node group can be used in Sculpt Mode.

Options

Wait for Click

Wait for a mouse click input (`LMB`) before running the operator from a menu. This is useful for the Mouse Position Node.