Cylinder Node

The *Cylinder* node generates a cylinder mesh. It is similar to the Cone node but always uses the same radius for the circles at the top and bottom.

Inputs

Vertices

Number of vertices on the circle at the top and bottom. No geometry is generated if the number is below three.

Side Segments

Number of edges running vertically along the side of the cone. No geometry is generated if the number is below one.

Fill Segments

Number of concentric rings used to fill the round faces at the top and bottom. No geometry is generated if the number is below one.

Radius

Distance of the vertices from the Z axis. If this is zero, the output will be a single line.

Depth

Height of the cylinder.

Properties

Fill Type

How the circles at the top and bottom are filled with faces when their radius is larger than zero.

None:

Do not fill the circles.

N-Gon:

Fill the innermost segment of the circles with a single face.

Triangles:

Fill the innermost segment of the circles with triangles connected to a new vertex on the Z axis.

Outputs

Mesh

Standard geometry output.

Top

A boolean attribute field with a selection of the faces on the top of the cylinder. If the *Fill Type* property is *None*, then this will be a selection of the top edges instead. If the *Radius* is zero, this will be a selection of the top point.

Side

A boolean attribute field with a selection of the faces on the side of the cylinder.

Bottom

This is the same as the *Top* selection output, but on the bottom side of the geometry instead.

UV Map

A 2D vector representing the default X/Y coordinates of the UV Map for the primitive's shape. This can be connected to the Store Named Attribute Node, to be used once the Geometry Nodes Modifier get applied. The UV map must be stored on the face corner in order to be accessed.