Skip to content

GeometryNodeTriangulate(GeometryNode)

base classes — `bpy_struct`, `Node`, `NodeInternal`, `GeometryNode`

class bpy.types.**GeometryNodeTriangulate(GeometryNode)**

Convert all faces in a mesh to triangular faces

ngon_method

Method for splitting the n-gons into triangles

- `BEAUTY` Beauty – Arrange the new triangles evenly (slow).
- `CLIP` Clip – Split the polygons with an ear clipping algorithm.

TYPE:

enum in [‘BEAUTY’, ‘CLIP’], default ‘BEAUTY’

quad_method

Method for splitting the quads into triangles

- `BEAUTY` Beauty – Split the quads in nice triangles, slower method.
- `FIXED` Fixed – Split the quads on the first and third vertices.
- `FIXED_ALTERNATE` Fixed Alternate – Split the quads on the 2nd and 4th vertices.
- `SHORTEST_DIAGONAL` Shortest Diagonal – Split the quads along their shortest diagonal.
- `LONGEST_DIAGONAL` Longest Diagonal – Split the quads along their longest diagonal.

TYPE:

enum in [‘BEAUTY’, ‘FIXED’, ‘FIXED_ALTERNATE’, ‘SHORTEST_DIAGONAL’, ‘LONGEST_DIAGONAL’], default ‘BEAUTY’

classmethod is_registered_node_type()

True if a registered node type

RETURNS:

Result

RETURN TYPE:

boolean

classmethod input_template(index)

Input socket template

PARAMETERS:

index (*int in [0, inf]*) – Index

RETURNS:

result

RETURN TYPE:

`NodeInternalSocketTemplate`

classmethod output_template(index)

Output socket template

PARAMETERS:

index (*int in [0, inf]*) – Index

RETURNS:

result

RETURN TYPE:

`NodeInternalSocketTemplate`

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The class or default when not found.

RETURN TYPE:

type

Inherited Properties

- `bpy_struct.id_data`
- `Node.type`
- `Node.location`
- `Node.location_absolute`
- `Node.width`
- `Node.height`
- `Node.dimensions`
- `Node.name`
- `Node.label`
- `Node.inputs`
- `Node.outputs`
- `Node.internal_links`
- `Node.parent`
- `Node.warning_propagation`
- `Node.use_custom_color`
- `Node.color`
- `Node.color_tag`
- `Node.select`
- `Node.show_options`
- `Node.show_preview`
- `Node.hide`
- `Node.mute`
- `Node.show_texture`
- `Node.bl_idname`
- `Node.bl_label`
- `Node.bl_description`
- `Node.bl_icon`
- `Node.bl_static_type`
- `Node.bl_width_default`
- `Node.bl_width_min`
- `Node.bl_width_max`
- `Node.bl_height_default`
- `Node.bl_height_min`
- `Node.bl_height_max`

Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `Node.poll_instance`
- `Node.update`
- `Node.insert_link`
- `Node.init`
- `Node.copy`

- bpy_struct.id_properties_ensure
- bpy_struct.id_properties_ui
- bpy_struct.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset
- bpy_struct.type_recast
- bpy_struct.values
- Node.socket_value_update
- Node.is_registered_node_type
- Node.poll

- Node.copy
- Node.free
- Node.draw_buttons
- Node.draw_buttons_ext
- Node.draw_label
- Node.debug_zone_body_lazy_function_graph
- Node.debug_zone_lazy_function_graph
- Node.poll
- Node.bl_rna_get_subclass
- Node.bl_rna_get_subclass_py
- NodeInternal.poll
- NodeInternal.poll_instance
- NodeInternal.update
- NodeInternal.draw_buttons
- NodeInternal.draw_buttons_ext
- NodeInternal.bl_rna_get_subclass
- NodeInternal.bl_rna_get_subclass_py
- GeometryNode.poll
- GeometryNode.bl_rna_get_subclass
- GeometryNode.bl_rna_get_subclass_py

Previous
GeometryNodeTree(NodeTree)

Made with Furo

Ne
GeometryNodeTrimCurve(GeometryNod

Report issue on this page