

UV Sphere Node

The *UV Sphere* node generates a spherical mesh mostly out of quads except for triangles at the top and bottom.



Inputs

Segments

Horizontal resolution of the sphere. If this is smaller than three, no mesh is generated.

Rings

Vertical resolution of the sphere. If this is smaller than two, no mesh is generated.

Radius

Distance of vertices to the origin.

Properties

This node has no properties.

Outputs

Mesh

Standard geometry output.

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.

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