

Grid Node

The *Grid* node generates a planar mesh on the XY plane.



Inputs

Size X

Side length of the plane in the X direction.

Size Y

Side length of the plane in the Y direction.

Vertices X

Number of vertices in the X direction. If this is smaller than two, no mesh is generated.

Vertices Y

Number of vertices in the Y direction. If this is smaller than two, no mesh is generated.

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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Last updated on 2025-05-10

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