Mesh to Points Node

The *Mesh to Points* node generates a point cloud from a mesh.

Inputs

Mesh

Standard Mesh input.

Selection

The meshes used to generate a point cloud.

Position

Positions of generated points. By default, this input is the same as if the Position Node was connected.

Radius

Radii of generated points.

Properties

Mode

Vertices:

Points are generated for each vertex.

Edges:

Points are generated for each edge, at the middle of each edge, by default.

Faces:

Points are generated for each face, at the average of all of each face's vertices, by default.

Corners:

Points are generated for each corner. The points are all placed at the location of each corners vertex, so they will overlap by default.

Outputs

Points

Generated point cloud.

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