

Transform Geometry Node

The *Transform Geometry Node* allows you to move, rotate or scale the geometry. The transformation is applied to the entire geometry, and not per element. The [Set Position Node](#) is used for moving individual points of a geometry. For transforming instances individually, the instance [translate](#), [rotate](#), or [scale](#) nodes can be used.

Inputs

Geometry

Standard geometry input.

Translation

Translation of the entire geometry in the local space of the modified object.

Rotation

Euler rotation in the local space of the modified object.

Scale

Scale for the geometry in the local space of the modified object.

Transform

A [Transformation Matrix](#), available when using *Matrix* mode.

Properties

Mode

How the transformation is specified.

Components:

Provide separate inputs for location, rotation and scale.

Matrix:

Use a transformation matrix.

Output

Geometry

Standard geometry output.