Bounding Box Node

The *Bounding Box* node creates a box mesh with the minimum volume that encapsulates the geometry of the input. The node also can output the vector positions of the bounding dimensions.

The mesh output and the *Min* and *Max* outputs do not take instances into account. Instead, for instanced geometry, a bounding box is computed for eac instance rather than the whole geometry. To compute the bounding box including the instances, a Realize Instances Node can be used.

Inputs

Geometry

Standard geometry input.

Properties

This node has no properties.

Outputs

Bounding Box

The resulting box that encapsulate the input geometry.

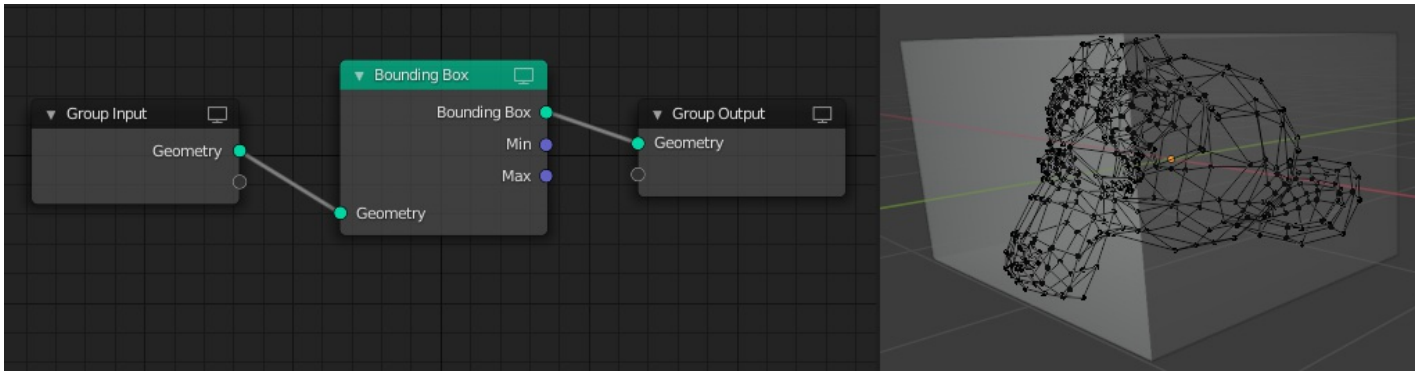
Min

The coordinates corresponding to the box's -X, -Y, -Z position values, i.e. how far the box extends in each of the negative axes directions.

Max

The coordinates corresponding to the box's +X, +Y, +Z position values, i.e. how far the box extends in each of the positive axes directions.

Example



Bounding Box node used to create a box that encapsulates the geometry of the monkey mesh.

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Bake Node

N
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