

[Skip to content](#)

Mesh Island Node

The *Mesh Island* node outputs information about separate connected regions, or “islands” of a mesh. Whenever two vertices are connected together by an edge, they are considered as part of the same island, and will have the same *Island Index* output.

This node’s behavior is similar to the [Select Linked](#) operator in edit mode, or the *Random per Island* output of the [Geometry shader node](#).

Inputs

This node has no inputs.

Properties

This node has no properties.

Outputs

Island Index

The index of each vertex’s island. Indices are decided based on the lowest vertex index contained in each island.

Island Count

The total number of mesh islands. This is a single value, and does not vary per element.

[Previous](#)
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