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Distribute Points in Volume

The *Distribute Points in Volume* node creates points inside of volume grids. The node has two basic modes of operation: distributing points randomly, in a regular grid. Both methods operate on all of the float grids in the volume.

Inputs

Volume

Standard volume geometry input.

Density

Number of points to sample per unit volume.

Spacing

Spacing between grid points.

Threshold

Minimum value of a volume cell to contain a grid point.

Properties

Distribution Method

Random:

Distribute points randomly inside of the volume. The local point count is implicitly defined as a product of the global from the *Density* input and the local voxel value. This method creates a distribution that is not stable as the input volume deforms.

Grid:

Distribute the points in a grid pattern inside of the volume. At each grid point, the voxel value is used to determine whether to add a point.

Outputs

Points

Standard point cloud geometry output.

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