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**Q: What are the “Voronoi Fracture” and “RBD Material Fracture” nodes?**

**A:**

Geometry nodes include Voronoi fractures and RBD material fractures. Voronoi fracture mixed with boolean, on the other hand, is primarily utilized for low-level constructions, whereas RBD material fracture is primarily used for higher-level constructs. RBD Material Fracture outperforms Voronoi fracture in many ways. Voronoi may be employed for particular cell locations, and RBD material fracture is determined by the material type. RBD material fracture includes concrete, glass, wood, and bespoke fracture components. These materials can be used to fracture an item. A Voronoi fracture requires two basic inputs: the mesh to fracture and the locations around which to form each Voronoi cell. In the case of RBD material fracture, there are four inputs: one for geometry, one for constraint geometry, one for proxy geometry, and one for additional points to manage throughout the fracturing process. The Voronoi fracture may also be paired with a boolean node, and an rbd material fracture can be integrated with a number of rbd nodes, including the rbd bullet solver for animation and simulation.